

HOYLE'S GAMES

IMPROVED:

BEING

PRACTICAL TREATISES on the following
FASHIONABLE GAMES, VIZ.

WHIST

QUADRILLE

PIQUET

BACK-GAMMON

CHESS

BILLIARDS

AND

TENNIS.

WITH

The established RULES of each GAME.

By JAMES BEAUFORT, Esq.
Of CAVENDISH-SQUARE.

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T H E

INTRODUCTION.

THE reader may, perhaps, at first be surprised that an attempt should be made to improve upon Mr. Hoyle's Games, after the unrivalled reputation he has gained and supported for so many years. But as during his life he constantly made alterations and additions to every new edition of his work, a field was left open (at his demise) for the improvement of his treatises upon his own plan. At the same time, without disparaging the merit of his work, it must be obvious to every reader that his manner was greatly confused, and his meaning frequently unascertained. Therefore to methodize a similar performance, and convey the writer's meaning in such language

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guage as is at least perspicuous, if not elegant, became another object of the present Editor's attention.

It often happens in many scientific performances, that the writer takes for granted that the reader must be acquainted with such general rudiments as he himself is particularly familiar with; and, therefore, pens probably an elaborate, or critical performance for adepts, instead of an instructive one for novices. This observation was never more forcibly verified than in Mr. Hoyle's treatise, where without explaining the nature and general system of each game, he enters upon the intricacies and difficulties that may occur in it, when the learner does not perceive from what causes, or upon what foundation these embarrassments can arise. So that, in fact, that gentleman instead of teaching his games to those that are ignorant of them, seems only to aim at the improvement of those that have already learned them.

In the following sheets, therefore, attention is paid to lead the scholar by degrees, from the A, B, C, of each game
(if

(if the expression may be allowed), to the ultimate point of perfection in playing it : for, to make a comparison, it would be absurd to put a lad into practice, tare and tret, &c. before he had learnt addition. All the minutiae of each game are for this reason explained, before the niceties, refinements, and finesses are entered upon ; as, without being acquainted with the former, the utility of the latter is entirely exploded.

For the adepts here are introduced many new cases and examples never before printed ; and in the Game of WHIST the reader is presented with an original *Technical Memory*.

Besides the different games that Mr. Hoyle has treated upon, which are all here inserted, two other games are introduced that he never touched upon, though greatly in vogue, and much admired by the nobility and people of rank. These are BILLIARDS and TENNIS. In the treatise on the first is given an account of the origin of the game, and a description of the manner of playing it ; the general rules observed, and such as are

a

usually

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usually dispensed with. The different kinds of games played at Billiards, with all the various odds, &c. In the treatise on Tennis, the nature of the game, and the manner of playing it are exhibited; with a particular description of a Court; the method of marking, with the odds at the different periods of a set; an attempt as original as it is useful as well to all Tennis-players as Betters.

Upon the whole, the Editor flatters himself, that this work will merit the approbation of the Public, as great care has been taken to render it correct, particularly with regard to the Calculations, so essential at all Games, upon which any considerable sums are wagered; and he flatters himself he may, without vanity, stile this little performance
HOYLE'S GAMES IMPROVED.



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A

TREATISE

ON THE

GAME OF WHIST.

CHAP. I.

*The Nature of the Game of Whist fully explained,
with general Rules for playing the same.*

THE Game of Whist requires great attention and silence, as it chiefly depends on the memory, and derives its name from the taciturnity that should be observed in playing it.

This game is played by four persons, who cut for partners; the two highest and the two lowest are together, and the partners sit opposite to each other: the person who cuts the lowest card is to deal first, giving one at a time to each person, till he comes to the last card, which is turned up for the trump, and remains on the table till each person has played a

B

card;

card ; then, as the dealer's property, is taken up by him. The person on the left hand side of the dealer plays first, and whoever wins the trick is to play again, thus going on till all the cards are played out. The ace, king, queen, and knave of trumps, are called honours ; in case any three of these honours have been played between, or by either of the two partners, they reckon for two points towards the game ; and if the four honours have been played between, or by either of the two partners, they reckon for four points towards the game, the game consisting of ten points. The honours are reckoned after the tricks ; all above six tricks reckoning also towards the game.

General Rules for playing the Game of
WHIST.

I.

AFTER sorting the hand of cards, and observing which is the strongest suit, he who is to play first should lead from that suit ; for example, suppose he has a sequence of king, queen, and knave, or queen, knave and ten, he may safely lead the highest of the sequence ; but if he has five or six in number he must begin with the lowest. In respect to trumps he must always begin with the highest, by which means he forces out the superior trumps, and can come in again, to make his strong suit.



GAME of WHIST.

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II.

He should never be afraid to play trumps when he has five in his hand, even of the smallest, although he may not have any good cards of any other suit. If his right hand adversary wins the trick, his partner will be the last player, and by laying ten-ace * over the third player, he has a chance of two tricks without weakening his hand.

III.

With ace and king of any two suits, and only two or three small trumps, the aces and kings should be played out, in order to make as many tricks as possible; and having but two or three small trumps, he should never force his partner to trump, if he finds he cannot follow suit; but he should endeavour to throw the lead into his partner's hand: for otherwise he would weaken his partner's hand, and hinder him from bringing his strong suit in.

IV.

He should in general return his partner's lead, unless he has some capital cards of his own, such as ace, king, queen; king, queen, knave; or queen, knave, ten; in this case, he need not regard his partner's lead.

V.

As this game is played with the lurch, that is, to save half the stake, five points must be

* Ten-ace is when an intervening card is wanting to make the sequence; for example, ace, queen, king, knave, &c.

made before the game is out: he should not venture to play trumps when he is four of the game, unless he is very strong, having at least an honour and three trumps, or ace, king, and two small ones.

VI.

When the game is scored nine, at which stage the honours reckon for nothing, he should be still more cautious how he plays trumps, even if he is strong in hand; and give his partner an opportunity of trumping the adversaries suits, in case he is deficient in them. At any other stage of the game, when more than one point is played for, the game should be played otherwise.

VII.

If his adversaries are six or seven love of the game, he should play a forward or bold game, that he may have a chance, at the risque of a trick or two, to come up with them. If he has but three trumps and other good cards, he may play trumps, especially if he has a sequence, or queen, knave, and a small one; it can do no hurt, but may chance to strengthen his partner's hand and thereby bring up his game.

VIII.

He should always risque a trick or two when the game is much in his favour; because a new deal is of greater consequence to the adversary than one or two points are to him.

IX.

When the player finds there is a likelihood of either saving the game or his lurch, he should risque the odd trick; but if the game is five all, and he can make two tricks in his own hand, he should make them, in order to secure the difference of two points, which make the game near two to one in his favour.

X.

A good player should begin with a small trump, when he has ace, king, and four small ones; for this reason: if his partner has a better trump than the last player, which is an equal wager but he has, he has a chance of fetching out all the trumps, by having three rounds of them.

XI.

He should play the king first, if he has king, queen, ten, and three small trumps, in order to bring out the knave the second round; if it does not fall, he may finesse * his ten when his partner returns trumps.

XII.

The odds are always in his favour that his partner holds an honour, consequently if he has king, queen, and four small ones, he should begin with a small one.

* Finesse is to play a small card which may win, keeping the superior card or cards to lay over the right hand adversary.

XIII.

When he is last player, and observes a weak card to come from the third player, without any particular good cards of his own, he should return the adversary's lead upon him, and give his partner the opportunity of laying ten-ace over him in that suit: and if the adversary should change his suit, he will lay ten-ace over him in that also.

XIV.

When queen, knave, and four small trumps are dealt him, he should play a small one first, the odds being in his favour that his partner holds an honour; if he has knave, ten, and four small trumps, he should also begin with a small one, for the same reason.

XV.

If he has knave, ten, eight, and three small trumps, the knave should be played first, by which means the nine may be prevented from winning a trick, the odds being in his favour that three honours are played in two rounds.

XVI.

If an honour is turned up against him on his left hand, and he has ten, nine, and eight, with two or three small trumps; when he is to play, he should play through the honours with the ten, which will force the dealer to play his honour to a disadvantage, if the dealer does not chuse to leave it to the option of his adversary
when

GAME of WHIST.

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whether he will pass it or not; but if he has six trumps of a lower denomination, and not ten, nine, and eight, and no honour turned up against him, he should begin with a small one.

XVII.

In general, when he has two capital cards in trumps, and two or three small ones, he should begin with a small one, for the reason assigned in N^o XIV.

XVIII.

When he has ace, king, knave, and two small trumps, or even one small trump, by first playing the king, and putting the lead in his partner's hand, who will play a trump; judging him to have ace and knave, from his beginning with the king: in this case the knave should be finessed, nothing being against him but the queen.

XIX.

If he has knave, ten, eight, and two small trumps, by playing the knave first, it is odds but in two rounds of trumps the nine falls, or he may finesse the eight when his partner returns trumps.

XX.

With five trumps of a lower denomination, he should begin with the smallest, unless he has a sequence of ten, nine, and eight; then he should begin with the ten.

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XXI.

XXI.

When he has king, queen, ten, and one small trump, he must begin with the king, and wait for his partner's return of the trumps, in order to finesse the ten, by which means he may win the knave.

XXII.

In order to prevent the ten from winning, when he has queen, knave, nine, and one small trump, **he** must begin with the queen. And in case he has knave, ten, eight, and one small trump, he should begin with the knave, that the nine may not win.

XXIII.

If he has ten, nine, eight, and one small trump, he should begin with the ten, thereby he strengthens his partner's hand, leaving it at his option to take it or not.

XXIV.

He should begin with a small one, when he has the ten and three small trumps.

XXV.

If he has a good suit, and ace, king, and four small trumps, he must play three rounds of trumps, in order to secure his strong suit from being trumped.

XXVI.

XXVI.

When he has king, queen, ten, and three small trumps, he should begin with the king, because he has a chance of the knave's coming down in the second round: and to secure his strong suit, he should not wait to finesse the ten. If he should have queen, knave, and three small trumps, and some good suit to make, he must begin with a small one.

XXVII.

If he has knave, ten, eight, and two small trumps, with a strong suit, he should begin with the knave, in order to make the nine fall in the second round; but if he has knave, ten, and three small trumps, with a good suit, he should play a small one first.

XXVIII.

With ten, nine, eight, and one small trump, provided he has a good suit, he should begin with the ten, by which means he may get the trumps out, and have a chance of making his strong suit.

C H A P. II.

The manner of playing some particular hands of cards, which may be useful to a learner, after having attended to the first chapter.

EXAMPLE I.

IF the player is elder hand, and that his game consists of king, queen, and knave, of one suit; ace, king, queen, and two small cards of another suit; king and queen of the third suit, and three small trumps, he must begin with the ace of his best suit (or a trump) which informs his partner that he has the command of that suit: he must not go on with the king of the same suit, but he must play a trump next, and if he finds his partner is not strong enough to support him in trumps, and his adversary plays to his weak suit, v. z. the king and queen only, he must in that case play the king which belongs to the best suit; and if there is a probability of its being trumped, he must proceed then to play the king of the suit of which he has king, queen, and knave. If his adversaries do not play to his weakest suit, in that case he must go on with his trumps as often as he gets the lead, although his partner does not seem to give him any assistance in them. By doing this, if his partner has but two trumps, and his adversaries have each four, in three rounds.

GAME of WHIST.

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rounds of trumps there will remain only two trumps against him.

II.

Supposing him still elder hand — If he has ace, king, queen, and one small trump, with a sequence from the king of five in another suit, with four other cards of no value, he must begin with the queen of trumps, and then play the ace, which shews his partner that he has the king: then by stopping till he has gained the command of his great suit, he also informs his partner that he has the king and one trump only left; for if he had the king and two trumps more remaining, he might, without danger, play out his king. He should begin with the lowest of a sequence, because his partner having the ace, will play it, and make room for his suit. For, as he has let his partner into the state of his game, as soon as his partner has the lead, if he has a trump or two left, he will play trumps, by which means it is almost a certainty of clearing the adversaries hands of all their trumps, with the king.

III.

If he is second player, and has the ace, king, and two small trumps, with a quint-major of another suit, three small cards in the third suit, and one in the fourth suit; suppose the adversary begins with the ace of his weak suit, and then plays the king, he should not trump it, but throw away a losing card; and if the queen is afterwards played, he should throw away an-

other losing card, and so on the fourth time, in hopes his partner may trump it, who would in that case play a trump, or play to his strong suit. If trumps should be played, he should go on with them two rounds, and then proceed to play his strong suit; in so doing, if there should be four trumps in one of his adversaries hands, and two in the other, which would be nearly the case, as his partner is entitled to three trumps out of the nine, there can remain only six trumps between the adversaries; then his strong suit forcing their best trumps, he has a probability of making the odd trick in his own hand; whereas if he had trumped one of his adversaries best cards, he would have so weakened his hand, as probably not to make more than five tricks, without his partner's assistance.

IV.

If he has ace, queen, and three small trumps; ace, queen, ten, and nine of another suit; with two small cards of each of the other suits: his partner leads to his ace, queen, ten and nine; and as this game requires rather to deceive the adversary, than to inform his partner, he should put up the nine, which naturally leads the adversary to play trumps, if he wins that card. Then as soon as trumps is led, he must return them upon his adversary, keeping the command in his own hand. If the adversary who led trumps to him puts up a trump which his partner cannot win, in all probability his partner's lead will be returned to him by the adversary,

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imagining that that suit lies between the two adverse partners.—If this finesse succeeds, he will be a great gainer by it, without running any risque.

V.

If he should have ace, king, and three small trumps, with a quart from a king, and two small cards of another suit, and one small card to each of the other suits; his adversary leads a suit of which his partner has a quart-major; his partner puts up the knave, and then proceeds to play the ace: if he refuses to that suit, by playing his loose card; when his partner plays the king, the right-hand adversary trumps it, suppose with the knave or ten, he should not over trump him, which if he did would probably lose him two or three tricks by weakening his hand: but if that suit is led of which he has none, he should trump it, and then play the lowest of his sequence, in order to get the ace either out of his partner's or adversaries hand, which being done, as soon as he gets the lead, he should play two rounds of trumps, and then proceed to play his strong suit.

C H A P. III.

Some observations whereby it may be known that his partner has no more of a suit which either of them have played.

FOR example, suppose he leads from queen, ten, nine, and two small cards of any suit, the second hand puts on the knave, his partner plays the eight; in this case, he having queen, ten, and nine, it is a demonstration, if his partner plays well, that he can have no more of that suit.

By that discovery, he may play his game accordingly, either by forcing his partner to trump that suit, if he is strong in trumps, or by playing another suit.

If he has king, queen, and ten of a suit, and he leads his king, his partner plays the knave, this also demonstrates he has no more of that suit.

If he has king, queen, and many more of a suit, and begins with the king, in some cases it is good play in a partner, when he has the ace and one small card in that suit only, to win the king with the ace; for suppose the partner to be very strong in trumps, by taking the king with the ace, he gets the lead and trumps out, and having cleared the board of trumps, his partner returns his lead; and the ace being out, there is room for him to make that whole suit, which
could

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could not have been done if the partner had kept the ace.

Suppose he has no other good card in his hand besides that suit, he loses nothing by the ace's taking his king; and if it should so happen that he has a good card to bring in that suit, he gains all the tricks which he makes in that suit by this method of play: as his partner has taken his king with the ace, and trumps out upon it, he has reason to imagine that his partner has one of that suit to return him; for which reason he should not throw away any of that suit, even to keep a king or queen guarded.

CHAP.

CHAP. IV.

Methods by which he may endeavour to deceive and distress his adversaries, and demonstrate his game to his partner.

FOR example, suppose he plays the ace of a suit of which he has ace, king, and three small ones; the last player does not chuse to trump it, having none of the suit. If he is not strong enough in trumps he must not play out the king, but keep the command of that suit in his hand by playing a small one, which he must do in order to weaken his adversary's game.

If a suit is led of which he has none, and there is a moral certainty that his partner has not the best of that suit, in order to deceive the adversary he should throw away his strong suit; but to clear up doubts to his partner when he leads, he should throw away his weak suit. This method of play will generally succeed, unless he is playing with very good players, and even with them he will oftener gain than lose by it.

CHAP. V.

Methods of play by which he runs the risque of losing one trick only to gain three.

EXAMPLE I.

SUPPOSE a heart is played by the adversary, and clubs to be trumps; his partner, having none of that suit, throws away a spade; he is then to judge his partner's hand is composed of trumps and diamonds; and if he wins that trick, and being too weak in trumps, he dare not force him; and at the same time he has king, knave, and one small diamond; and further, suppose his partner to have queen and five diamonds; in that case, by playing his king in the first lead, and his knave in the second, his partner and him may win five tricks in that suit, whereas if he had led a small diamond, and his partner's queen having been won with the ace, the king and knave remaining in his hand would obstruct his partner's suit. Though his partner may have the long trump*, yet by his partner's playing a small diamond when his long trump has been forced out of his hand, he will lose by this method of play three tricks in that deal.

* The last remaining trump.

II.

Similar to the former case, if he should have queen, ten, and one small card, in his partner's strong suit, which may be discovered by the former example; supposing his partner to have knave and five small cards in his strong suit; he, having the lead, should play his queen, and when he is to play again should play the ten; then suppose his partner to have the long trump, by this method four tricks are made in that suit; but were he to play a small one in that suit, his partner's knave being gone, and the queen remaining in his own hand in the second round of playing that suit, his partner's long trump being forced, the queen would obstruct the suit, and in that deal he must lose three tricks by this method of play.

III.

Now, instead of his leading, suppose his partner is to lead, and in the course of play it appears to him that his partner has one great suit; such as ace, king, and four small ones, and he has queen, ten, nine, and a very small one of that suit; in that case, when his partner plays the ace, he is to play the nine; when the king is played, he must play the ten; consequently in the third round he will make his queen, and having a small one remaining, he will not obstruct his partner's great suit; whereas if he had kept the queen and ten, and the knave should have fallen from the adversaries, he would have lost two tricks in that deal.

IV. As

IV.

As in the former case, if he should find his partner to have one great suit, and that he has the king, ten, and a small one of that suit; his partner leads the ace, he should in that case play the ten, and in the second round his king. This method will prevent a possibility of obstructing his partner's great suit.

V.

His partner having ace, king, and four small cards in his great suit, and he having queen, ten, and a small card in the same; when the ace is played by his partner he should play his ten, and when the king is played by his partner he should play his queen; by which method of play he only risques one trick to get four.

VI.

Suppose he has five cards of his partner's strong suit, viz. queen, ten, nine, eight, and a small one; and that his partner has ace, king, and four small ones; when his partner plays the ace he must play his eight; when his partner plays the king he must play the nine; and in the third round, the adversaries having no more of that suit, he must proceed then to play the queen, and then the ten; and having a small one remaining, and his partner two, he thereby gains a trick, which he could not have done but by playing the high cards, and by keeping a small one to play to his partner.

C H A P. VI.

Methods of playing when an honour is turned up on the right hand, with directions how to play when it is turned up on the left hand.

EXAMPLE I.

Knave

SUPPOSE the ~~king~~ is turned up on his right hand, and that he has king, queen, and ten; in order to win the knave he must begin with the king; by which means, his partner may suppose him to have queen and ten remaining, especially if he has a second lead, and he does not proceed to play the queen.

II.

Suppose the knave turned up as before, and he has ace, queen, and ten, by playing his queen, it answers the purpose of the former rule.

III.

When the queen is turned up on his right hand, and he has ace, king, and knave, by playing his king, it answers the same purpose of the former rule.

IV. In

IV.

In case an honour is turned up on his left hand, supposing he should hold no honour, he should play trumps through the honour as soon as he gets the lead; but if he should hold an honour (except the ace) he must be cautious how he plays trumps, because, in case his partner holds no honour, his adversary will play his own game upon him.

CHAP.

C H A P. VII.

The danger of forcing a partner.

SUPPOSE one of the players to have a quint-major in trumps, with a quint-major and three small cards of another suit, and he has the lead; the adversaries to have only five trumps in either hand: he who has the quint-major in trumps, &c. having the lead, must win every trick. On the contrary, if he had not the lead, and forced to trump first, he would win only five tricks.

The advantage of a saw.

A. and B. are partners, and A. has a quart-major in clubs, they being trumps, another quart-major in hearts, another quart-major in diamonds, and the ace of spades. The adversaries C. and D. have the following cards, viz. C. has four trumps, eight hearts, and one spade, D. has five trumps, and eight diamonds; C. being to lead, plays an heart, D. trumps it, D. plays a diamond, C. trumps it; and thus pursuing the saw, each partner trumps a quart-major of A.'s, and C. being to play at the ninth trick, plays a spade, which D. trumps; thus C. and D. have won the nine first tricks, and leave A. with his quart-major in trumps only. This shews the strength of a saw, which should be embraced whenever the occasion offers.

C H A P. VIII.

Shewing when it is proper, at second hand, to put up the king, queen, knave, or ten, with one small card of any suit, &c.

C A S E I.

SUPPOSE he has four small trumps, in the three other suits he can make one trick secure in each of them; and admitting his partner has no trump, in that case the remaining nine trumps must be divided between his adversaries; suppose five in one hand, and four in the other, as often as he has the lead he must play trumps; and if he should have four leads, it is then evident his adversaries can make only five tricks out of nine trumps; but if he had suffered them to make their trumps single, they could possibly have made nine tricks. By which example, it is plain that taking out two trumps for one is a very great advantage.

However, there is an exception to the above rule; for instance, if he finds in the course of play that his adversaries are very strong in any particular suit, and his partner can give him no assistance in that suit, he should examine the scores, and keep one trump in his hand to such suit, which may be the means of winning, or at least saving the game.

II.

If he has ace, queen, and two small cards of any suit, and his right hand adversary leads that suit,

suit, he should not put up his queen, because it is an equal wager that his partner has a better card in that suit than the third hand, and if so, he has the command of that suit in his own hand, except he wants the lead, then he should put up the queen.

III.

He should never lead from king, knave, and one small card in any suit, as it is two to one his partner has not the ace, and thirty-two to twenty-five, or about five to four he has ace or queen; therefore, as he has only about five to four in his favour, and as he must have four cards in some other suit, supposing the ten to be the highest, he should lead that suit, because it is an equal wager that his partner has a better card in that suit than the last player. And if the ace of the first mentioned suit lies behind him, which is an equal wager that it does, in case his partner has it not, he may probably make two tricks in it by playing in this manner.

IV.

In the course of play, if it should appear that his partner and himself have four or five trumps remaining when their adversaries have none, and that he has no winning card in his hand, but judges his partner has a thirteenth card, or some other winning card in his hand; he then should play a small trump, to put the lead into his partner's hand, in order to throw away any losing card in his hand, upon such thirteenth or other winning card.

CHAP. IX.

When to put up at second hand, king, queen, knave, or ten of any suit, &c.

EXAMPLE I.

If he has the king, and one small card of any suit, and his right hand adversary plays that suit, he should not put up the king, unless he wants the lead, because a good player seldom leads from a suit of which he has the ace, but keeps it in his hand to bring in his strong suit after the trumps are played out.

II.

Suppose he has the queen and one small card of any suit, and his right hand adversary leads that suit, he must not put up his queen, because, if the adversary has led from the ace and knave, he will upon the return of that suit finesse the knave, which is generally good play, especially if his partner has played the king, consequently the queen will be made; but by putting on the queen, it shews the adversary that he is weak in that suit, and makes him finesse upon his partner throughout that whole suit.

III.

The former examples shew when it is proper to put up the king or queen at second hand. Now he should also observe that in case he has the

C

knave

knave or ten of any suit, with a small card of the same suit, it is generally bad play to put up either of them at second hand, because it is five to two that the third hand has either ace, king, or queen of the suit led; therefore, as the odds against him are five to two, and though he should succeed sometimes by this method of play, yet in the long run he must lose, because it shews his adversary that he is weak in that suit, and in consequence of which they will finess upon his partner throughout that whole suit.

IV.

If he should have ace, king, and three small cards of a suit, his right hand adversary leads that suit; upon which he plays the ace, and his partner plays the knave; if he is strong in trumps, he should return a small one in that suit, in order to let his partner trump it. The consequence of this kind of play is as follows: he keeps the command of that suit in his own hand, and at the same time it intimates to his partner that he is strong in trumps, and he may play his game accordingly, either trying to establish a saw, or trumping out to him, if he has either strength in trumps, or the command of the other suits.

V.

Suppose A. and B. to be partners, and their game is scored fix, the adversaries C. and D. is scored seven, and that nine cards are played out, of which A. and B. have won seven tricks; and

and suppose no honours are reckoned in that deal, then A. and B. have won the odd trick, which puts their game upon an equality; and suppose A. to have the lead, and that A. has two of the smaller trumps remaining, with two winning cards of other suits, and suppose C and D. have the two best trumps between them, with two other winning cards in their hands, where, how is this game to be played? It is even to three that C. has not the two trumps; and likewise eleven to three that D has them not. The odds being so much in favour of A's winning the whole stake, it is his interest to play a trump; for suppose the stake to be 70l. A. wins the whole stake, if he succeeds by this method of play; but if he had played the close game, by forcing C. or D. to trump first, he having won the odd trick already, and being sure of winning two more in his own hand; by this method his game will be scored nine to seven, which is about three to two, and, therefore, A.'s share of the 70l. will amount only to 31l. and by this method A. only secures 7l. profit; but in the other case, upon supposition that A. and B. have eleven to three of the stake depending, as aforesaid, by playing his trump, A. is intitled to 55l. out of the 70l. depending. This case duly attended to may be applied to the like purpose in other parts of the game.

CHAP. X.

How to play when an ace, king, or queen, are turned up on your right hand, &c.

I.

THE ace being turned up on his right hand and having the ten and nine of trumps only, with ace, king and queen of another suit and eight cards of no value, *Quere*, How must he play this game? He should begin with the ace of the suit of which he has the ace, king and queen, which is an information to his partner that he has the command of that suit; then he should play his ten of trumps, being five to two that his partner has king, queen, or knave of trumps; and though it is about seven to two that his partner has not two honours, yet if his partner should chance to have them, and that they are the king and knave, as his partner will pass the ten of trumps, and as it is 13 to 1 against the last player's holding the queen of trumps, supposing his partner to have it not when his partner has the lead and plays to his strong suit, he then should play the nine of trumps, in order to give his partner the chance of winning the queen, in case he lies behind. The above case demonstrates that it is not so great an advantage for the adversary to turn up an ace provided the game is played properly.

II.

When the king or queen are turned up on his right hand, the same method of play may be made use of, provided his partner is a good player, otherwise it may prove a disadvantage.

III.

If the adversary on his right hand should lead the king of trumps, having himself the ace and four small trumps, with a good suit, he should pass the king; and admitting his adversary to have king, queen, and knave of trumps, with one more, and that he shall play the small one, as a middling player would do, imagining his partner has the ace; in this case our player should pass the small one, as it is an equal wager that his partner has a better trump than the last player: this will induce the adversary to play his third trump, if he has one, thinking there must be a good reason for this method of play, and if he has not a trump, he will play his best suit.

IV.

If the king and five trumps should be in his hand, and the right hand adversary plays the queen, as it is an equal wager his partner has the ace, he should not put on the king. If his adversary should have queen, knave, ten, and one small trump, it is also an equal bett that the ace is single either in his partner's or adversary's hand; for which reason he should not put on his king. If the

queen is led, when he has the king, with two or three trumps, it is proper to put on the king, because leading from the queen and one small trump only is good play; in which case should his partner have the knave of trumps, and the left hand adversary the ace, he would lose a trick by not putting on the king.

V.

A critical CASE to win an odd trick.

If A. and B. are partners against C. and D. and the game is nine all, supposing all the trumps are played out, and A. the last player, having the ace and four other small cards of a suit in his hand, and one thirteenth card remaining; B. having only two small cards of that suit; C. having queen and two other small cards of that suit; D. having king, knave, and one small card of the same suit; A. and B. having won three tricks, C. and D. four tricks, consequently A. must win four tricks out of the six cards in his hand, to win the game. C. leads this suit, and D. plays the king; A. lets the trick go, D. returns that suit, A. passes it, and C. plays the queen; so that C. and D. have won six tricks: and C. judging the ace of that suit to be in his partner's hand, returns it; by these means the game is won, by A.'s winning the four last tricks.

CHAP. XI.

The difference to be observed between a voluntary and forced lead; why it is bad play to change suits often; and when to pass a trick.

I.

A Wide difference should be made between a voluntary lead and a forced lead of a partner. In the first case, a partner leads from his best suit, in which, finding his partner deficient, and not being strong in trumps, at the same time it not being the game to force him, he goes on with his next best suit; which method of play denotes the partner to be weak in trumps. If a partner continues his first lead, it is almost a certainty that he is strong in trumps, from which knowledge a good player should derive his advantage.

II.

It is reckoned bad play to change suits often, for in every new suit he runs the risque of giving his adversary the ten-ace; therefore if he has the queen, ten, and three small ones, and his partner puts up the nine only, then, if he should be weak in trumps, and have no tolerable suit to lead from, it is his best play to pursue that lead, and play the queen, which makes it optional in his partner to trump it or not, if he has no more of that suit. In his second lead, if he has queen and knave of any other suit, with one card only of the same suit, he should

lead from his queen or knave of either of these suits, being five to two that his partner has one honour at least in either of them.

III.

At any time when he has ace, king, and one small card of any suit, with four trumps, and the right hand adversary leads that suit, he should pass it, because it is an equal wager that his partner has a better card in that suit than the third hand; and if his partner has, he must gain a trick by it; if not, as he has four trumps, he cannot lose by it.

CHAP.

CHAP. XII.

Why the command of the adversary's great suit should not be parted with; and several other useful cases.

I.

IF he is weak in trumps, and he finds his partner not very strong in them, he should be very cautious how he divests himself of the command of his adversary's great suit, for the following reason: suppose his adversary plays a suit of which his antagonist has king, queen, and one small card only, the adversary leads the ace, and, upon playing the same suit, he plays his queen, making it clear to his partner that he has the king; suppose his partner has none of that suit, he must not play the king; because if the long trump be in the hand of the leader of that suit, or in the hand of his partner, in order to get one trick he risques the losing of three.

II.

If his partner remains with ten cards in his hand, and he judges them to consist of trumps and one suit only, while himself is possessed of the king, ten, and one small card of his partner's strong suit, with queen, and two small trumps, he then should judge his partner to have five cards of each suit, and should play the king of his partner's strong suit. If he wins that trick, he

should then play the queen of trumps; if he wins that also, he should then play trumps. Except when the game is four or nine, this method of play may be made use of.

III.

When the right hand adversary leads a suit of which he has the ten and two small ones, the third player puts up the knave, his partner wins it with the king; when his right hand adversary plays a small one of that suit again, he must not play his ten, because it may save his partner's ace, supposing his right hand adversary led from the queen. This method of play generally succeeds.

IV.

Suppose our player to hold the best trump, and that the adversary A. has one trump only left, it appearing to him at the same time that the adversary B. has a strong suit; though he permits A. to make his trump, by keeping the trump in his hand, he prevents the adversary B. from making several tricks in his strong suit; now, if he had taken out A's trump, it had made but one trick difference.

V.

The trump should always be remembered, both by himself and partner, and so placed as to have recourse to it when ever it is necessary: for admit it to be but a deuce, and that the dealer has two more, viz. the five and six, if his partner

ner trumps out with ace and king, he ought to play his five and six, for this reason; suppose his partner to have ace, king, and four small trumps, by his partner's knowing him to have the deuce remaining, he may reap a considerable advantage.

VI.

If three trumps should remain in his hand when no one else has any, with four cards of any certain suit, he should play a trump, to shew his partner that he has all the trumps, which also gives him a chance for the adversaries to throw away a card of the above-mentioned suit; and if that suit has been led once, one of which being thrown away, makes five, four in his hand makes nine, so that only four remain in the other three hands, and his partner having an equal chance of holding a better card in that suit than the last player, the chance is also equal of making three tricks in that suit.

VII.

If he has five trumps, and six small cards of any suit, and is to lead, he should lead from the suit of which he has six; being deficient in two suits, the adversaries will probably play trumps, which will suit his purpose; whereas if he had begun to play trumps, they would have forced him, to his great disadvantage.

VIII.

A Case which often happens.

When two trumps are remaining at a time the adversaries have only one, and his partner seems to have a strong suit, he should then play a trump, although he may have the worst, in order to make way for his partner's suit, by taking the trumps out of the adversaries hands.

CHAP.

CHAP. XIII.

Explanation of the method how to play the sequences.

EXAMPLE I.

THE highest in sequences of trumps should be played, unless he has ace, king, and queen; and then he should play the lowest, which informs his partner of the state of his game.

II.

When he has king, queen, and knave, and two small ones, which are not trumps, he should begin with the knave, whether he is strong in trumps or not, as he makes way for the whole suit by getting the ace out.

III.

If he is strong in trumps, and has a sequence of queen, knave, ten, and two small cards of a suit, he should play the highest of his sequence; for if either of the adversaries should trump that suit in the second round, being also strong in trumps, he will make the remainder of that suit, by fetching out their trumps. When he has knave, ten, and nine, and two small cards of a suit, he may play in the like manner.

IV.

If king, queen, knave, and one small card of any suit, is the case, whether strong in trumps or not, he should play the king, and when there are only four in number, the same method of play should be observed by inferior sequences.

V.

When weak in trumps, he should begin by the lowest of the sequence, provided he has five in number, because if his partner has the ace of that suit, he will make it. If he has the ace and four small cards of a suit, and weak in trumps, leading from that suit, he should play the ace. When strong in trumps, the game may be played otherwise.

CHAP.

C H A P. XIV.

What is meant by being strong or weak in trumps, and the method of playing accordingly.

I.

ACE, king, and three small trumps; king, queen, and three small trumps; queen, knave, and three small trumps; queen, ten, and three small trumps; queen and four small trumps; knave and four small trumps. When the player holds either of these hands of trumps, it may be said that he is strong in trumps.

And, on the contrary, when he holds but two or three small trumps, it may be said that he is weak in trumps.

II.

When he holds either of the following hands of trumps, he is intitled to force his partner at any stage of the game, viz. ace and three small trumps; king and three small trumps; queen and three small trumps; knave and three small trumps.

III.

He should keep forcing his partner, if once he has begun, though weak in trumps, when he finds he does not choose to trump out after having the lead, except he has good cards to play himself.

IV. If

IV.

If he should by chance have but two or three small trumps, and the right hand adversary leads a suit of which he has none, he should trump, to inform his partner that he is weak in trumps.

V.

If he has ace, knave, and one small trump, and his partner trumps to him from the king and three small ones, his right hand adversary having three trumps, and his left hand adversary the same number, he should finesse the knave, and then play the ace, whereby, if the queen is on his right hand, he gains a trick; but if the queen is on the left hand, and he plays the ace, and then returns the knave, the left hand adversary putting on the queen, which is the game, it being above two to one that one of the adversaries holds the ten, he gains no trick.

VI.

The former rule is answered exactly by putting on the knave, and returning the king, in case the partner leads from the ace, and he has king, knave, and one small trump. This method of play may be made use of in respect to other suits.

VII. When

VII.

When he is strong in trumps, and has king, queen, and two or three small cards in any other suit, he may lead a small one, it being five to four that his partner has an honour in that suit; if weak in trumps, he should begin with the king.

VIII.

If his right hand adversary leads a suit of which he has king, queen, and two or three small cards of the same suit, he being strong in trumps, may pass it, being an equal wager that his partner has a better card in that suit than the third hand; however, he need not fear making that suit at any rate.

IX.

If the right hand adversary leads a suit of which he has king, queen, and one small card, whether in trumps or not, he should put on the queen: likewise, if he has queen, knave, and one small card, he should put on the knave; and if he has knave, ten, and one small card, he should put on the ten: by playing in this manner his partner expects him to have a better card or cards in the same suit; and consequently, according to the calculation, he can form his judgment.

X. If

X.

If he is strong in trumps, and should have ace, king, and two small cards in a suit, and his right hand adversary should lead that suit, he may pass it, because it is an equal bett that his partner has a better card in that suit than the third hand: if it should so happen, he gains a trick by it; however, by his strength in trumps he cannot fail making his ace and king.

XI.

If he should have the ace, nine, eight, and one small trump, and that his partner leads the ten, he should pass it, because, if the three honours do not lie behind him, he is sure of making two tricks; he may do the same if he should have the king, nine, eight, and one small trump; or the queen, nine, eight, and one small trump.

XII.

If the right hand adversary leads from a suit of which he has ace, king, and queen, or ace, king, and knave, in order to deceive the adversaries, he should put on the ace. It encourages the adversaries to play that suit again; and tho' he deceives his partner by this method of play, deceiving the adversaries is of much greater consequence.

XIII.

If he should have ace, ten, and one small card in one suit, and the ace, nine, and one
small

small card of another suit, he should lead from the suit of which he has the ace, nine, and one small card; because it is an equal bett that his partner has a better card in that suit than the last player. Suppose he has not, and his right hand adversary leads from the king, or queen of the suit of which he has the ace, ten, and one small card, it being an equal bett that his partner has a better card in that suit than the third hand; and if it should happen so, upon the return of the suit, he will lie tenace, and probably get three tricks in that suit.

XIV.

To play at this game to perfection, he should not be content with only understandng the calculations which this treatise contains, and with being a judge of the general and particular cases here set forth; but should also be a very punctual observer of such cards as are thrown away, both by his partner and antagonists, and at what particular time.

CHAP. XV.

Different Cases to be observed.

I.

IF it should appear, that the adversaries have three or four trumps remaining, and that neither he nor his partner have any, he should not force one hand to trump, to give the other an opportunity of throwing a losing card away; but should find out a suit in his partner's hand, if he has no suit of his own, to prevent them from making their trumps separate.

II.

Suppose A and B partners against C and D, and nine cards are played out; and likewise eight trumps played out; A to have one trump only; his partner B to have ace and queen of trumps; and the adversaries C and D to have the king and knave of trumps between them. A leads his small trump, C plays the knave of trumps; in this case, B should play the ace of trumps upon the knave, for D having four cards in his hand remaining, and C only three, makes it about four to three in B's favour, that the king is in D's hand. When the four cards in hand are reduced to three, the odds then are three to two; and when reduced to two, the odds

odds are two to one in favour of B's winning a trick, by putting on his ace of trumps. Thus all the other suits may be played according to this rule.

III.

Suppose our player to have the thirteenth trump, with the thirteenth card of any suit in his hand, and one losing card, only three cards in all remaining; he should play the losing card, because if he played the thirteenth card first, the adversaries would not pass the losing card, knowing he has one trump remaining, consequently, he would play two to one against himself.

IV.

Suppose he has ace, king, and three small cards in any suit, which has never been played, and that it appears to him that his partner has the only remaining trump; he should lead a small card in that suit, because it is an equal bett that his partner has a better card in that suit than the last player; if so, and there being only three cards in that suit in any one hand, he must win five tricks in that suit; but if he played the ace and king of that suit, it is two to one that he wins only two tricks in that suit. Provided the trumps are out, and he has good cards in other suits to bring in this suit, this method may be taken. By this way of play, the odds are reduced from

from two to one against him, to an equal chance, and he may probably gain three tricks by it.

V.

When he wants to have trumps played by the adversaries, having a suit led to him by his partner, of which he has ace, knave, ten, nine, and eight, or king, knave, ten, nine, and eight, he must play the eight of either suit, which if his adversary wins, will probably, induce him to play trumps.

VI.

If he has a quart-major and one or two more of any suit, and it is necessary to inform his partner that he has the command of such a suit, to clear up doubts, he must throw away the ace of that suit, upon any suit of which he has none in hand, the odds being in his favour that neither of the adversaries have more than three in that suit. He may play in the same manner, if he has a quart to a king, by throwing away the king, provided the ace is played out. If he has a quart to the queen, he may also throw away the queen, provided the ace and king are played out; and so on in respect to inferior sequences if he has the best of them in his hand. This informs the partner of the state of his game.

VII.

VII.

The necessity only of playing trumps, should induce him to play in the following manner. Suppose the king turned up on the left hand, and that he has queen and one small trump only, and he plays out his queen, in hopes his partner may win the king if it is put upon the queen; not considering that it is about two to one that his partner has not the ace; and supposing he has the ace, he and his partner play two honours against one, and consequently weaken their game. Notwithstanding, this method of play is often practised by middling players.

VIII.

If all the trumps are played out except one, and he has three or four winning cards in his hand of a suit which has been played, with an ace and one small card of another suit, in this case, he should throw away one of his winning cards, because if his right-hand adversary plays to his ace-suit, he has it in his power to pass it, and his partner may have a better card of that suit than the third hand; if so, and he should have any forcing card, or one of his partner's suit to play to, in order to force out the last trump, his ace remaining in hand, he can bring in his winning cards; whereas if he had thrown away the small card to his ace-suit, and that the
right-

right-hand adversary had led that suit, he had been forced to put on his ace, and lost some tricks.

IX.

When his partner calls at the point of eight before his time, he must play trumps to him as soon as he gets the lead, whether he is strong in trumps or not; as it is a rule at whist, whenever any one calls before his time, he means to inform his partner that he is strong in trumps.

How to make a slam, or win every trick.

X.

Suppose A and B partners against C and D, and C to deal, A to have the king, knave, nine, and seven of hearts, which are trumps, a quart-major in spades, a tierce-major in diamonds, and the ace and king of clubs. Then suppose B to have nine spades, two clubs and two diamonds. Also suppose D to have ace, queen, ten and eight of trumps, with nine clubs, and C to have five trumps and eight diamonds; A leads a trump, which D wins, and D is to play a club, which his partner C is to trump; C leads a trump, which his partner D wins; D then will lead a club, which C will trump;
and

GAME of WHIST.

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and C will play a trump, which D will win ;
and D having the best trump, will play it ;
after which, D having seven clubs in his
hand, makes them, so that he flams A
and B.

D

CHAP.

C H A P. XVI.

Various hands of cards, and the method of playing them.

I.

IF he should have ace, king, and one small card of a suit, and his left-hand adversary leads that suit; if he should have four small trumps, and no material suit to lead from; and his right-hand adversary should put up the nine, or any inferior card; he should win it with the ace, and return the lead upon the adversary, by playing the small card of the same suit; from which the adversary will judge that the king lies behind him, and will not put up his queen, in case he has it. By this method of play, a trick may be gained, besides the advantage of letting his partner into the state of his game.

II.

When his partner forces him to trump a card early in the deal, he may depend upon it that he is strong in trumps; except at the points of four or nine; if his partner then should force him, he may make the trick by trumping as fast as he can.

III.

If he should have ace, king, and two or three more of a suit, and should lead the ace, and his partner should play the ten or knave to it;

supposing at the same time he should have one single card in his hand in any other suit, and two or three small trumps only; he should lead the single card, in order to establish a saw; the result of which will be as follows. That having led that suit, his partner will have an equal chance of having a better card in it than the last player; whereas, had his partner led the same suit to him, which probably would have been the strongest, the adversaries would have discovered the design of establishing a saw, and would have trumped out, to prevent his making his small trumps. The reason of changing his suit, would be easily suggested by his partner, who would turn it to advantage

IV.

If he should have the ace and deuce of trumps, and strong in the three other suits, and is to lead; he should play the ace, and then the deuce, that he may put the lead into his partner's hand, in order to take out two trumps for one. If the last player should win that trick, and lead a suit of which our player has ace, king, and two or three more, he should pass it, being an equal wager that his partner has a better card in that suit than the third hand; if that be the case, his partner can take out two trumps to one, and when he gets the lead, he is to try to force out one of the two trumps remaining. The odds then will still be in favour of his partner's having one of the two

trumps, supposing two trumps to have been played out.

V.

Ten cards being played out, he having the king, ten, and a small card of a suit, which has not been led, supposing he has made six tricks, and that his partner leads from that suit, and that there is neither a trump or thirteenth card in any hand; he should not put on the king, unless his right-hand adversary plays so high a card, as obliges him to do it. By not putting on the king, he may make it, upon the return of that suit, and also the odd trick. He may play in the same manner if there should happen to be only nine cards played out. Where the game or odd trick is depending, it should be played otherwise.

VI.

If he should have ace, king, and three or four small cards of a suit not played, and it appears that his partner has the last trump, if he is to lead, he should play a small card of that suit, being an equal wager that his partner has a better card in that suit than the last player. Admitting him to have a better card, it is in his favour, that he makes five or six tricks in that suit. If he should play the ace and king of that suit, it being two to one that his partner has not the queen, it consequently would be two to one that he would make but two tricks
in

in that suit; risking three or four tricks to gain one.

VII.

If his partner should have ace, queen, knave and many more of a suit, and leads the ace, and then plays the queen; if he should have king, and two small cards of the same suit, he should win the queen with his king; and then if strong in trumps, take out the trumps; by doing this, and having a small card of his partner's suit, he may win many tricks, by not obstructing his partner's suit.

C H A P. XVII.

Where the Tenace is of great use in respect to an odd trick. And how to play for an odd trick.

C A S E I.

SUPPOSE he has ace, king, and three small trumps, and he is elder hand, with four small cards of another suit, three small cards of a third suit, and one small card of the fourth suit, by leading the single card, which we will suppose to be won by the last player, trumps will be returned, or a card played to the weak suits, which will give his partner and himself the tenace, by which means they may get the odd trick.

II.

If his partner is to lead, and plays the ace of the suit of which he has only one, and then plays the king of the same suit, and the right-hand adversary trumps it with the queen, knave, or ten, he should not over-trump him, but throw away a small card of his inferior suit, by which means his partner being the last player, gains the tenace, and consequently may make the odd trick. This method may be practised, when he wants four or five points, and is elder hand; by making his partner last player. Indeed,

deed, in all parts of the game, the tenace should be attended to, being of great consequence.

III.

Suppose twelve trumps are played out, and seven cards only remaining in each hand, and he has the last trump, with ace, king, and four small cards of a suit; he should play a small card of that suit, being an equal wager that his partner has a better card in that suit than the last player; and if four cards of that suit should happen to be in either of the adversaries hands, he may make five tricks in that suit; whereas, if he had played his ace and king, he could have made but two tricks in that suit. It would have been an equal wager of winning six tricks in that suit, if neither of the adversaries had more than three cards of the said suit.

IV.

Suppose that eight trumps are played out that one of the adversaries has four of those trumps remaining, and he has the other, which is the best, and to lead; he should not play his trump to take out one of the adversary's trumps, because, as there would still be three trumps remaining, and he not one, the adversaries might bring in a long suit, which he could not prevent, for want of his trump.

C H A P. XVIII.

How to play any hand of cards, according to the nearest calculations of his partner's holding certain winning cards.

For EXAMPLE.

- | | | | | |
|---|---|-----|----|-----|
| 1 | THAT he has not one certain winning card is | 2 | to | 1 |
| 2 | That he has not two certain winning cards is but it is about 5 to 4 that he has one or both, or | 17 | to | 2 |
| 3 | That he has one card out of any three certain winning cards is about | 32 | to | 25 |
| 4 | That he has not three certain winning cards is about 31 to 1, or | 681 | to | 22 |
| 5 | That he has not two of them is about 7 to 2, or | 547 | to | 156 |
| 6 | That he has not one of them is about 7 to 6, or | 378 | to | 325 |
| 7 | That he holds one or two of them, is in his favour | | | |

about

about 13 to 6, or 481 to 222

8 And about five to two
that he holds 1, 2, or all
three of them.

The use of these calculations is, for a whist player to play his cards to the most advantage; for instance,

As the first calculation is two to one that his partner does not hold one certain winning card---Suppose then a suit is led, of which the second player has the king and a small one only; he should put on the king, because the odds are in his favour, that the third player cannot win it.

For the same reason, when he is second player, and to lead, he should play a king in preference to a queen, because it is two to one the ace does not take it, but it is five to four the queen will be taken by either ace or king, which may be in the third hand.

According to the second calculation of its being five to four that his partner holds one certain winning card out of any two; if he has two honours in any suit, he can play to an advantage, knowing it is five to four in favour of his partner's having one of the two honours, and by the same rule if he is second player, having a queen and one small card, by playing the queen he plays five to four against himself.

It is obvious from the third calculation, which proves it to be five to two that his partner has one card out of any three certain winning cards,

that he who plays the knave second hand, having but the knave and one small card of the same suit, must play five to two against himself; and discovers his game to a great disadvantage; for which reason, he should play the lowest of any sequence which he may hold in his hand, as, the knave, if he has king, queen and knave, the ten, if he has queen, knave, and ten, &c. By so doing, his partner has an opportunity of judging what card to play in that suit according to the odds for or against him.

From the above calculation, if he has ace, king, and two small trumps, he is entitled to win four tricks out of six, provided he has four winning cards of any suit; or five tricks out of seven, if he has five winning cards of any suit; by playing two rounds of trumps and taking out eight of them, it is five to two but his partner has a third trump, and if it should be so, he makes the tricks intended.

CHAP. XIX.

The odds of the game, calculated with the deal.

THE odds in favour of the deal				21	to	20
at starting are				11		10
1	Love	-	-	5		4
2		-	-	3		2
3		-	-	7		4
4		-	-	2		1
5	(An even bett of the lurch)			5		2
6		-	-	7		2
7		-	-	5		1
8		-	-			
9	Not quite five to one, but			9		2
	about			9		8
2	to	1	-	9		7
3		1	-	9		6
4		1	-	9		5
5		1	-	9		4
6		1	-	3		3
7		1	-	9		2
8		1	-	4		1
9		1	About	8	to	7
3	to	2	-	4		3
4		2	-	8		5
5		2	-	2		1
6		2	-	8		3
7		2	-			

D 5

8	2	-	-	4	1
9	2	-	-	7	2
4	to 3	-	-	7	to 6
5	3	-	-	7	5
6	3	-	-	7	4
7	3	-	-	7	3
8	3	-	-	7	2
9	3	About	-	3	1
5	to 4	-	-	6	to 5
6	4	-	-	6	4
7	4	-	-	2	1
8	4	-	-	3	1
9	4	About	-	5	2
6	to 5	-	-	5	to 4
7	5	-	-	5	3
8	5	-	-	5	2
9	5	-	-	2	1
7	to 6	-	-	4	to 3
8	6	-	-	2	1
9	6	About	-	7	4
8	to 7	Above	-	3	to 2
9	7	About	-	12	8

9 to 8, or rather 8 to 9;
the odds being in fa-
vour of 8, about 3
and an half in the
hundred, according to
the nearest calculation.

The odds calculated for betting throughout the whole rubber, with the deal.

Suppose the first game of a rubber to be won, with nine love of the second, on the same side, the odds of the rubber are, as near as can be calculated, about - 13 to 1

If the first game and eight love of the second is got, the odds are rather more than - 13 to 1

With the first game and 7 love of the second, the odds are near 10 to 1

Ditto and six love of the second, near - - 8 to 1

Ditto and five love of the second, near - - 6 to 1

Ditto and four love of the second, near - - 5 to 1

Ditto and three love of the second, near or about - 9 to 2

Ditto and two love of the second, near - - 4 to 1

Ditto and one love of the second, near - - 7 to 1

The odds against the deal through out the rubber.

With the first game and nine love of the second, are near - 11 to 1

Ditto and 8 love of the second, the odds are rather more than 11 to 1

Ditto

First game and seven love of the
second - - -

9 to 1

Ditto and six love of the second

7 to 1

Ditto and five love of the second

5 to 1

Ditto and four love of the second

9 to 2

Ditto and three love of the second

4 to 1

Ditto and two love of the second

7 to 2

Ditto and one love of the second,

about

13 to 6

C H A P. XX.

*The TERMS or TECHNICAL WORDS in this
Treatise fully explained.*

FINESSING,

IS endeavouring to gain a trick, in case the player has the best and third best of a suit in his hand, by putting on the third best; and running the risk of the adversary's having the second best, which being two to one he has it not, the player has thus much the advantage of gaining a trick.

FORCING,

Is obliging the partner or adversary to trump a suit of which he has none.

LONG TRUMP,

Is having one or more trumps in hand, when all the rest are out.

LOOSE CARD,

Is a card in hand of no value, and consequently the properest to throw away.

POINTS,

Ten constitutes the game; tricks or honors tell for points towards the game.

QUART

QUART,

Is a sequence of any four cards immediately following one another in the same suit; from quart-major, which is a sequence of ace, king, queen, and knave in any suit, down to cards of lower denominations.

QUINT,

Is a sequence of any five cards immediately following each other in the same suit. As *quint-major*, is a sequence of ace, king, queen, and knave, in any suit.

SEE - S A W,

Is when a suit is trumped by each partner, and they keep playing that suit to each other for that purpose.

SCORE,

Is the reckoning kept of the game, till ten points are made on one side or the other.

TENACE,

Is having the first and third best cards, and being the last player, by which means the adversary must inevitably lose the trick, let him play what card he pleases in the suit. For example, if the player who has ace and queen of any suit, and his adversary leads that suit, he must win two tricks by having the best and
third

GAME *of* WHIST. 65

third best of that suit led, and being the last player.

TERCE,

Is a sequence of any three cards immediately following one another in the same suit. As terce-major, is a sequence of ace, king, queen, in any suit.

CHAP.

C H A P. XXI.

The LAWS of the game of WHIST, as established by the first players in England.

I.

IF any body plays out of his turn, either of the adversaries may call the card played, at any time in that deal, if they think proper, provided it does not cause the person who played out of his turn to revoke; or if either of the adverse parties are to lead, he may desire his partner to name the suit he chuses to have him play, and when the suit is named, his partner must play it if he has it; but, only one of these penalties can be inflicted.

II.

If a revoke happens to be made, the opposite party may add three to his score, or take three tricks from the adversaries, or reduce their score three points; and the party who revoked, provided they are up, notwithstanding the penalty, must remain at nine. The revoke is reckoned previous to any other score.

III.

No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, have played again.

IV.

IV.

If any person calls at any point of the game, except eight, either of the adverse parties may call a new deal, and they are at liberty to consult each other, whether they will have a new deal or not.

V.

After the trump card is turned up, nobody ought to remind his partner to call, on penalty of losing a point.

VI.

When the trump card is turned up, no honours in the preceding deal can be reckoned, unless they were before claimed.

VII.

If any person separates a card from the rest, the adverse party may call it, provided he names it, and proves the separation; but if he calls a wrong card, the adverse party may call the highest or lowest of any suit, out of his hand or his partners, the first time either of them are to play.

VIII.

If a card is turned up in dealing, it is optional in the adverse party to call a new deal; but in case either of them have been instrumental

mental in turning up such card, it is optional in the dealer whether or no he will deal over again.

IX.

If any person discovers a revoke before the cards are turned, the adverse party may call the highest or lowest card of the suit led, or, it is at their option to call the card then played, at any time, when it does not cause a revoke.

X.

If an ace, or any other card be led, and it should so happen that the last player plays out of his turn, whether he has any of the suit led or not, provided he is not caused to revoke, he can neither trump it or win the trick.

XI.

If a card is faced in dealing, the cards must be dealt again, unless it is the last card.

XII.

It is the business of every player to see that he has thirteen cards dealt to him; therefore, after several tricks are played, if any one should find out that he has had but twelve, and that the rest of the players have had their right number, the deal must stand good; and likewise the person who plays with twelve cards, is to be punished for each revoke, in case any has been made; but if it should appear that any of the players have had fourteen, the deal then is lost.

XIII.

XIII.

If any person throws his cards upon the table, with their faces upwards, supposing the game to be lost, the adversaries may call any of the cards once, or oftener, when they think proper, provided they do not make the party revoke; and, he is not to take up his cards again.

XIV.

If any one leads a card, and his partner plays out of his turn, the right-hand adversary may play before his partner who is on the left-hand of the leader.

XV.

If there is a certainty of winning every trick, the player may shew his cards, or throw them down on the table, but if he should happen to have any losing card in his hand, he is liable to have all his cards called.

XVI.

If any person calls at the point of eight, and his partner answers, and both the opposite parties have thrown down their cards, and it afterwards appears that the other side had not two by honours, they have a right to consult with one another about it, and are at liberty to stand the deal or not.

XVII.

XVII.

If any body answers when he has not an honour, the adverse party may consult one another about it, and are at liberty to stand the deal or not.

XVIII.

The trump card should be left in view upon the table, till it is his turn to play; and after he has joined it to his other cards, no person has a right to demand what card was turned up, but may ask what is trumps: the reason is, that the dealer cannot name a wrong card, which otherwise he might do.

XIX.

No revoke can be claimed after the cards are cut for a new deal. If any body claims a revoke, the adverse party are not to mix their cards afterwards, upon forfeiting the revoke.

XX.

If any body calls at eight, after he has played, it is optional in the adversaries to call a new deal.

XXI.

Suppose A and B are partners against C and D; A plays a card, the adversary C wins it, B plays an inferior card to either; but before D plays,

plays, his partner C plays a thirteenth, or some other card ; the penalty shall be at the option of A, or B, to oblige D to win the trick if he can.

XXII.

Suppose A and B are partners against C and D, A leads a diamond, C plays the ace of that suit, B plays a diamond, and D, partner to C, takes up the trick without playing to it ; A and the rest of the players, continue playing on, till it appears that D has one card more than the rest of the players ; in this case it has been established as a law, that the adversaries have it at their option to call a new deal.

XXIII.

If the dealer, instead of turning up the trump, puts the trump card upon the rest of his cards, with the face downwards, he loses his deal.

XXIV.

No person should ask his partner if he has any or not of a suit, in case he does not follow suit, or even ask if he is clear, although it is often done at almost every whist table.

C H A P. XXII.

*A TECHNICAL MEMORY, or an assistant to
those who are WHIST PLAYERS.*

I.

LET him place the trumps towards the left of all the suits in his hand; his best or strong suit next, his next suit third from the left, and his inferior suit to the right.

II.

In the course of play, if he finds he has the best card remaining of any suit, put the same to the right of them, as it certainly must tell after the trumps are drawn out.

III.

If he finds he has the second best card of any suit, to remember, let him place it on the right of that card he is already to remember, as the best card remaining.

IV.

If he has the third best card of any suit to remember, let him place a small card of the suit between the second best card and the third best.

V. Th

V.

That he may remember his partner's first lead, let him place a small card of that suit led, entirely to the left of the trumps, or trump, in case he has but one.

VI.

When he deals, he may put the trump turned up, to the left of all his trumps, and as it is a kind of rule that he should keep this trump as long as he can, it will consequently be more out of the way, and will be easier for him to remember.

VII.

How to find out where and in what suit the adversaries revoke.

Let him separate four of his tricks from the rest, remembering the first of those four tricks to stand for clubs, the next for diamonds, the third for hearts, and the fourth for spades; now if he suspects the revoke to have been made in spades, separate the fourth trick a little from the other three, if in hearts, separate the third and fourth from the first and second, and so forth; and like the alphabet, these tricks may assist him; supposing the first trick denotes the letter A, so as clubs, beginning with C, as it is

E

nearest

nearest to the first letter of the alphabet; diamonds beginning with a D, is nearest the second, and so on with hearts and spades; he may very easily remember the suit in which he imagines the revoke to have been made. And by removing these towards the advers ry he thinks made the revoke, he may recollect which of them it was.

END of the GAME of WHIST.

A S H O R T
T R E A T I S E

O N T H E G A M E o f

Q U A D R I L L E,

W I T H

The M E D I A T E U R,

The F A V O U R I T E S U I T,

The M E D I A T E U R S O L I T A I R E;

Together with some new Decisions.

C H A P. I.

*Containing a general idea of the GAME, and
a particular explanation of the value of the
cards.*

ALTHOUGH the Game of Quadrille has
been in vogue many years, a treatise on
this game has never been published, whereby
a person who never played the game, might
E 2 form

form a geneal idea of it, so as to be able to play according to rule. *

In order therefore to render this treatise as perfect as possible, we have collected those rules from the game called OMBRE, (from which this game is derived) as well as those practised by the best companies that play at this game, by which means many disputes may be avoided which happen for want of some fixed and established rules to go by.

The first thing to be observed at this game by the players as well as the spectators, is silence; for, without it, no one can properly attend to the game, or make the party agreeable.

This game is played by four persons, with forty cards; which are the remains of a pack, after the four tens, nines, and eights are discarded; these are dealt three and three, and one round four, to the right hand player; and the trump is made by him that plays with out without calling, by naming spades, clubs, diamonds or hearts, and the suit named is trumps. If the person who names the trump should mistake, and say spades instead of clubs, or if he names two suits, the first named is the trump.

Of the value of the cards.

Nothing embarrasses the player so much at first, as the order of the cards: he cannot con-

* Mr. Hoyle's treatise on this game, is only fit for the improvement of those who have already learned the game.

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perceive why the seven of hearts, or diamonds, or the two of spades, or clubs, are sometimes the second cards of the game, and sometimes the last: but by perusing with attention, the following tables, he will perceive the reason: in the first of which the cards are placed according to their natural value, and in the other, according to the rank they hold when trumps.

The first TABLE.*The cards placed according to their natural value*

Hearts and diamonds.

King,
 Queen,
 Knave,
 Ace,
 Deuce,
 Three,
 Four,
 Five,
 Six,
 Seven,

In all 10

Spades and clubs.

King,
 Queen,
 Knave,
 Seven,
 Six,
 Five,
 Four,
 Three,
 Deuce,

In all 9

The reason why the ace of spades and ace of clubs are not mentioned, is, because they are always trumps, in whatever suit that is played. The ace of spades being always the first, and the ace of clubs the third trump, as will appear in the following table.

GAME of QUADRILLE, 79

The Second TABLE.

The cards ranked according to their value when
Trumps.

Hearts and diamonds.

Spades and clubs.

SPADILL, The ace of
Spades.

SPADILL, The ace of
Spades.

MANILL, The seven of
Hearts or Diamonds.

MANILL, The two of
Spades or Clubs.

BASTO, The ace of
Clubs.

BASTO, The ace of
Clubs.

PORTO, The ace of
Hearts or Diamonds.

King,

King,

Queen,

Queen,

Knave,

Knave,

Deuce,

Seven,

Three,

Six,

Four,

Five,

Five,

Four,

Six.

Three.

In all 12

In all 11

It is plain by the foregoing tables, as spadill and basto are always trumps, that the red suits have one trump more than the black.

There is a trump between the spadill and basto, which is called manill, and is in black

the deuce, and in red the seven; they are the second cards when trumps, and last in their respective suits when not trumps; for example, the deuce of spades being the second trump when they are trumps, and the lowest card when clubs, hearts, or diamonds are trumps; and so of the rest.

Ponto is the ace of hearts or diamonds, which are above the king, and the fourth trump on the cards, when either of those suits are trumps, but are below the knave, and called ace of hearts or diamonds, when they are not trumps. The two of hearts or diamonds is always superior to the three; the three to the four, the four to the five, and the five to the six; the six is not superior to the seven, but when it is not trumps; for when the seven becomes manill, it is the second trump. All which appears by the foregoing table.

There are three matadores; spadill, manill, and basto; the privilege of which is, that when the player has no other trumps but them, and trumps are led, he is not obliged to play them, but may play what card he thinks proper, provided, however, that the trump led is of an inferior rank; but if spadill should be led, he that has manill or basto only, is obliged to play it, it is the same of basto with respect to manill, the superior matadore always forcing the inferior. Though there are properly but three matadores, nevertheless, all those trumps which

GAME of QUADRILLE. 81

which follow the three first without interruption, are likewise called matadores; but the three first only, enjoy the privilege above mentioned. The number of the matadores are specified in the second table, by the order of the cards when they are trumps.

C H A P. II.

Of the manner of playing the Game and dealing the cards, of the Stakes, of the manner of speaking, and of the Beast.

EACH person is to play as he judges most convenient for his own game.

He is not to encourage his friend to play; but each person ought to know what to do, when it is his turn to play.

The stakes consist of seven equal mi's * or contrats, as they are sometimes called, comprising the ten counters and fishes, which are given to each player. A mil is equal to ten fish, and each fish to ten counters: the value of the fish, is according to the players agreement, as also the number of tours †, which are generally fixed at ten, and marked by turning the corners of a card.

If the cards should happen not to be dealt right, or that there should be two cards of the same sort, as two deuces of spades, for example, there must be a new deal; provided it is discovered before the cards are all played.

The cards must likewise be dealt over again in case a card is turned in dealing, as it might be of prejudice to him who should have it;

* See the dictionary at the end of this treatise.

† See the dictionary.

GAME of QUADRILLE. 83

and of course if there should be several cards turned. There is no penalty for dealing wrong, he who does so must only deal again.

When each player has got his ten cards, he that is on the right hand of the dealer, after examining his game, and finds his hand fit to play, asks if they play; or if he has not a good hand, he passes, and so the second, third, and fourth. All the four may pass; but he that has spadill, after having shewn or named it, is obliged to play, by calling a king.

Whether the deal is played in this manner, or that one of the players has asked leave, nobody chusing to play without calling, the eldest hand must begin the play, first naming his suit, and the king which he calls; he who wins the trick plays another card, and so of the rest till the game is finished. The tricks then are counted, and if the ombre, that is, he who stands the game, has, together with him who is the king called, six tricks, they have won, and are paid the game, the consolation, and the matadores, if they have them, and divide what is upon the game, and the beasts, if there are any.

But if they make only five tricks, it is a remise, and they are beasted, what goes upon the game, paying to the other players the consolation, and the matadores. If the tricks are equally divided betwixt them, they are likewise beasted, and if they make only four tricks between them, it is a remise; if they make less, they lose codill, and in that case they pay to their adversaries what they should

have received if they had won; that is, the game, the consolation, and the matadores, if they have them, and are beasted what is upon the game: they who win codill, divide the stakes.

The beast, and every thing else that is paid, is paid equally betwixt the two losers; one half by him that calls, and the other half by him that is called, as well in case of codill, as a remise; unless the ombre does not make three tricks, in which case, he that is called is not only exempted from paying half the beast, but also the game, the consolation, and the matadores, if there are any, which the ombre in that case pays alone; and as well in case of a codill as a remise. This is done in order to oblige players not to play games that are unreasonable.

There is, nevertheless, one case, in which, if the ombre makes only one trick, he is not beasted alone, and that is, when not having a good hand he passes, and all the other players have passed likewise; he having spadill, is obliged to play. Here it would be unjust to oblige him to make three or four tricks; in this case therefore, he that is called pays one half of the losings. For which reason he that has spadill with a bad hand, should pass, that if he is afterwards obliged to play, by calling a king, (which is called forced spadill) he may not be beasted alone.

He that has once passed, cannot be admitted to play; and he that has asked leave, cannot refuse to play, unless any one should offer to play without calling.

GAME of QUADRILLE. 85

He that has four kings, may call a queen to one of his kings, except that which is trumps. He that has one or more kings, may call one of those kings; but in that case, he must make six tricks alone, and consequently, he wins or loses alone.

The king of that suit in which he plays cannot be called.

No one should play out of his turn; altho' he is not beasted for so doing.

If he who is not the eldest hand has the king called, and plays spadill, manill, or basto, or even the king called, in order to shew that he is the friend, having other kings that he fears the ombre should trump, he is not to be allowed to go for the vole; he is even beasted, if it appears to be done with that intent.

It is not permitted to shew a hand, though codill may already be won; that it may be seen whether the ombre is beasted alone.

If the ombre or his friend shews their cards before they have made six tricks, thinking that they have made them, and there appears a possibility of preventing their making them, the other players can oblige them to play their cards as they think proper.

A player need only name his suit, when he plays, without calling a king.

He who plays without calling, must make six tricks alone to win; for all the other players are united against him, and they are to do what they can to prevent his winning.

He who plays without calling, is admitted to play

play in preference to him who would play with calling; however, if he that has asked leave, will play without calling, he has the preference of the other who would force him. These are the two methods of play without calling, that are called forced.

As he who plays without calling does not divide the winnings with any person, he consequently, when he loses, pays all by himself; if he loses by remise, he is beasted, and pays each of the other players the consolation, the fans appeller, (*which is commonly, but improperly, called, the fans prendre*) and the matadores, if there are any; if he loses codill, he is likewise beasted, and pays to each player, what he would have received from each if he had won. They who win codill divide what there is; and if there are any counters remaining, they belong to him of the three who shall have spadill or the highest trump the next deal. It is the same with regard to him who calls one of his own kings, he wins alone, or loses alone, as in the other case. except the fans appeller, which he does not pay if he loses, or receive if he wins, altho' he plays alone.

If he plays fans appeller, though he may have a sure game, he is obliged to name his suit, which if he neglects to do, and shews his cards, and says, I play fans appeller; in that case either of the other players can oblige him to play in what suit he pleases, although he should not have one trump in that suit.

He

GAME of QUADRILLE. 87

He who has asked leave, is not permitted to play sans appeller, unless he is forced; in which case, as was said before, he has the preference of the other that forces him.

A player is not obliged to trump when he has none of the suit led, nor play a higher card in that suit if he has it, being at his option, although he is the last player, and the trick should belong to the ombre; but he is obliged to play in the suit led if he can, otherwise he renounces.

If he separates a card from his game, and shews it, he is obliged to play it, if by not doing it the game may be prejudiced, or if it can give any intelligence to his friend; but especially if it should be a matadore---He that plays sans appeller, or by calling himself, is not subject to this law.

He may turn the tricks made by the other players, and count what has been played, as often as it is his turn to play, but not otherwise.

If instead of turning a player's tricks, he turns and sees his game, or shews it to the other players, he is beasted, together with him whose cards he turned; and each of them must pay one half of the beast.

If any one renounces, he is beasted as often as he has renounced and it is detected.

A renounce is not made till the trick is turned.

If the renounce is discovered before the deal is finished, and has been detrimental to the game, the cards must be taken up again, and the game replayed from that trick where the renounce

nounce was made ; but if the cards are all played, the beast is still made, and the cards must not be replayed ; except there should be several renounces in the same deal : then they are to be played again, unless the cards should be mixed.

If several beasts are made in the same deal, they all go together ; unless it is otherwise agreed at the beginning of the party ; and when there are several beasts, the greatest always goes first.

CHAP. III.

Of making the Vole, and the manner of marking and playing the game.

TO make the vole, is to win all the tricks, when the player plays sans prendre: or with the assistance of the king he calls.

The vole is paid according as it is agreed, and only takes up what is upon the game; having nothing to do with the beasts, which do not go.

The vole is undertaken when playing either with or without calling, after having won the first six tricks, he must play down a card, and declare what he intends. If he loses the vole, he must pay what he would have received if he had won it.

* It is not permitted to see the friend's hand, as it is at Ombre, although the vole is undertaken.

The vole cannot be undertaken, if the king called has not been played.

If he plays forced spadill, he cannot pretend to the vole.

* He who undertakes playing the vole, and does not succeed, has a right to the stakes, sans prendre, and matedores if he has them, having won the game.

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A profound silence should be observed, and nothing done that might in the least induce the friend to undertake the Vole or not; but wait till he who is to undertake it, either plays a card or throws down his game.

These matters will be found more fully explained in the table of laws, at the end of this treatise.

How to mark and pay the game.

The dealer marks the game, by placing a fish before him. Each of the players put down a counter every deal, which are paid to them that win, with the consolation, and these counters are added to the beasts that are made.

When there is a beast, it goes with the stake, and the game that each player pays; nevertheless, he that deals, puts down a fish before him; and the first beast being fourteen, as usual, the second must be forty-two, and the third, fifty-six; fourteen points is the number by which the game is augmented; that is ten for the fish, which is put down by every dealer, and four for each player's counter; unless the game is doubled, as it is when the first beast is made, and drawn by remise; the first being fourteen, and the second forty-two.

When the deal in which the first beast is made, is drawn by codill, the second beast is only twenty-eight, for the fourteen which codill has drawn is not to be included.

As the game is a counter for every player each deal, for as many remises there must be so many

many counters, which are paid by those who lose; either to them that win, or to those by whom they have lost codill. When it is only a remise, the game is not touched, and they pay only the consolation, the matadores, and the fans prendre, if it is one

The consolation is two counters, which are paid to him or them that stand the game, if they win, or is paid by them if they lose, whether it is by remise or codill---the matadores are also a counter each.

For each trump that follow the matadores without interruption, a counter is paid, in both winning and losing the same, as for a matadore.

The fans prendre is generally paid the half of what is fixed for the vole, that is, five counters, which those that lose, pay to them that win; or he that loses, to them by whom he loses, whether by remise or codill.

The fans prendre, and the matadores, are to be demanded before the cards are cut for the next deal; or otherwise they are lost; except in this case, if he who plays fans prendre, either with or without matadores, has not received from either of the players for his game, although the cards are cut, he has a right to demand with the game the fans prendre and the matadores, if he has them.

The beast, the game and the consolation, are not confined to time, but may be demanded several deals after; but no mistake made in counting the beasts can be recalled after the deal

the deal is finished, for example, if for a beast that should be fifty-six, there is counted only forty-two, and he who wins it claims no more, it cannot be rectified after the following deal is played, on account of the embarrassment that it would occasion.

They who win codill, receive what they would have paid if they had lost it, and the winners of codill, divide what is upon the game between them.

A fish equal in value to ten counters, pays the vole, either to them that win it, or by them that have undertaken it and do not succeed, and it is paid double to him or by him who wins or loses it, when he plays sans appeller. The matadores, the sans prendre, and the rest of the game, is paid as usual.

It is common to play the last tour double, unless it is agreed to the contrary: by playing double, is to put down double, and to pay double for the game, the consolation, the matadores, the sans prendre, and the vole.

It is also customary for each player to pay a fish towards the expence of the cards.

CHAP. IV.

The Game of QUADRILLE, with the MEDIA TEUR, and the FAVOURITE SUIT. Also with the MEDIATEUR, and without the FAVOURITE SUIT.

A Great advantage accrues from being eldest hand at quadrille, which often renders it very disagreeable to the rest of the players, being obliged to pass with a good hand, unless they chuse to play alone; and when it happens, that the eldest hand having asked leave, the second player, has three matadores, several trumps in black, and all small cards, he cannot then even play alone, and having no chance of being called, he must pass with this good hand. On account of which, this method has been thought expedient to remedy this defect of the game; each player having an opportunity of availing himself of the goodness of his game, by adding to the usual method of playing the game, that of the mediateur, and the favourite suit.

The first thing to be observed, is that of drawing for places, which is done in this manner: One of the players takes four cards; a king, a queen, a knave, and an ace; each player draws one of these cards; and commonly, he

he who comes in last, draws first. The person who draws the king, sits where he pleases, the queen at his right hand, the knave next the queen, and the ace on the left of the king. The king draws the favourite suit. The number of cards and persons is the same at this game as the other, and is played in the same manner.

The favourite suit is determined, by drawing a card out of the pack, and is of the same suit during the whole party of the card so drawn.

A king is the mediateur, which is demanded of the others by one of the players, who has a hand he expects to make five tricks of; and through the assistance of this king he can play alone and make six tricks.

In return for the king received, he gives what card he thinks proper, with a fish; but must give two fish, if it is in the favourite suit. He who asks by calling in the favourite suit, has the preference to him who asks by calling in any other; he who asks with the mediateur, has the preference to him who asks by calling in the favourite suit, and by playing alone, is obliged to make six tricks to win. He who asks with the mediateur in the favourite suit, has the preference to him who asks with the mediateur in any other suit, and is obliged to play alone, and to make six tricks.

If sans prendre is played in any other suit than the favourite, he who plays it, has the preference

ference to him who asks only, or with the mediateur, or even he who plays in the favourite suit with the mediateur; and the fans prendre in the favourite suit has the preference to all other players whatever.

The only difference between this method of playing the game and the other, is, that when one of the players demands the mediateur, he is obliged to play alone, and to make six tricks, as if he played fans prendre. In this case, he should judge from the strength of his hand, whether the aid of the king, will enable him to play alone or not.

With the mediateur, and without the favourite suit, it is played in this manner. The game is marked and played the same as in common, except that a fifth extraordinary is given to him who plays the mediateur, and to him who plays fans prendre; that is, he who wins the mediateur, receives thirteen counters from each; and if he loses by remise, he pays twelve to each; and thirteen if by codill. The winner of fans prendre, receives seventeen counters from each; and if by remise he loses, he pays sixteen to each, and seventeen, if by codill.

The vole with the mediateur receives one fifth only, as at common quadrille. The casts are also the same as the common game.

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The last game is generally played double, and is called paulans ; but for those who chuse to play a higher game, they may play the double colour, which is called the Turk, and is double of the favourite suit. There is also a higher game than this, called the Auóde, which is, paying whatever is agreed to him who happens to hold the two aces in his hand.

CHAP. IV.

*Of SOLITAIRE QUADRILLE; and of the
MEDIATEUR SOLITAIRE, by THREE.*

SOLITAIRE QUADRILLE, is so called, because it is played alone without calling. The four players are obliged to pass, if neither of them has a sans prendre game, or is strong enough to demand a mediateur, not having recourse to spadill, as usual; but the two fish are left on the board, and he who deals next, puts down two more, and so on, till sans prendre is played, or with a mediateur, &c. The beast augments by twenty-eight counters above what is on the board; and by fifty-six, on the double poullans.

The Mediateur Solitaire by three, is so played for want of a fourth person, and is not the less entertaining. The cards are less in number; nine of diamonds and the six of hearts being taken out. There being the king of diamonds left in the pack, he who can play by demanding a mediateur, may ask the king of diamonds, which will answer the same purpose as when played by four. If one of the players has the two black aces, with the kings, he can play in diamonds, and consequently have all the matadores, which are to be paid him, as at the mediateur by four.

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The marking at this game, is the same as that of the mediateur, the dealer putting down two fish before him; it is played without calling, and no recourse can be had to spadill. If any one has not a hand to demand mediateur, or play sans prendre, he must pass; and then the dealer puts down two fish before him, going on till one of the three plays.

The beasts are marked the same as those at the common mediateur by four, with this difference only, that when a beast is made by remise, it is augmented as many counters as there have been passes at the game.

CHAP. V.

Games in Red, to be played, by calling a king.

WITH Spadill, three, four, five, and six of diamonds or hearts, the king of clubs and another, and the queen of spades and two small ones; at all events, whether elder hand or not, as soon as the player gets the lead, he should play a small trump, and then when he gets the lead again, he should play spadill.

With spadill, king, queen, knave, and one small diamond or heart, having the queen, knave, one small club, and two small spades; the king of trumps should be led.

With spadill, manill, two small diamonds or hearts, the queen of clubs, and one small one, with four small cards of the other suit; a small trump should be led.

With manill, basto, ponto, two small diamonds or hearts, three small clubs, and the knave of spades with another, manill should be led.

With manill, basto, king, and two small diamonds or hearts, with queen and one small club, and three small spades; manill, in this case, should be led.

With manill, basto, queen, and two small diamonds or hearts, with queen, and two

small clubs, knave, and one spade; manill should be led.

Games in Black, to be played, calling a king.

With manill, king, queen, and two small spades or clubs, king and one small heart, queen, knave, and one small diamond; manill should be led.

With manill, king, knave, and two small spades or clubs, king and one small heart, queen and two small diamonds; manill should be led.

With basto, king, queen, and two small spades or clubs, queen and two small hearts, king, and one small diamond; basto should be led.

With basto, king, knave, and two small spades or clubs, king and queen of hearts, queen and two small diamonds; a small trump should be played.

With king, queen, knave, and two small spades or clubs, king and queen of hearts, knave and two small diamonds; the king of trumps should be led.

With king, queen, seven, six, and five of spades or clubs, king and queen of hearts, queen, knave, and one small diamond; the king of trumps should be led.

There are an infinity of other hands of cards that may be played, which would be impossible

GAME of QUADRILLE. 101

to set down here ; the abovementioned are mean only as examples, and are some of the best that can be played.

Sans prendre Games that may be played in Red.

With spadill, manill, ponto, king, two and four, and a king ; if eldest hand, trumps should be played three times, by spadill, manill, and ponto, in order to draw out the trumps, that he might not be over-trumped, or lose his king.

Sans prendre may also be played, with spadill, manill, basto, knave, four and five ; that is, three matadores, six trumps, and a knave and queen of the same suit.—(It is said of the same suit, because that is as good as a king).---Suppose the player also to have two small cards, either of the same or of different suits ; if they are of different suits, and after the king of one of them has been played, the same suit is returned, of which he has none, he should throw away that fause, which will make him a renounce ; after which, if it should be played a third time, he should trump with a matadore, and play trumps about three times, which will bring out all the trumps ; and then, if the suit is not played, of which he has queen and knave, he must trump and play one of the two, reserving a trump to
F 3 bring

bring him in again, and then he may play that of the two remaining to make the sixth trick.

He may likewise play manill, basto, ponto, king, two and three, and a king; that is, four false matadores, six trumps and a king: (they are called false matadores, when spadill is wanted) on the return he then should trump with a false matadore, in order to be overtrumped; and then trump about.

Also, manill, ponto, king, queen, two, four, and five with a king, may be played.

At the game of quadrille, especially the fans prendre, he should trump about as much as possible; taking care however, not to do it when it is entirely against his game: for if all the trumps should be in one hand, the manner of playing depends upon the strength of his game, and must be judged accordingly.

Games that may be played in Black, fans prendre.

There being a trump less in black than in red, a smaller game may be played, such as the following ones.

Manill, basto, queen, knave, six and five, a king, and a queen guarded---likewise spadill, manill, king, seven, five, and four, with a king, or a queen and knave of the same suit---also, manill, king, queen, knave, six, five, three, and a king---and likewise, spadill, manill, basto, queen, seven, and a king.

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It is to be observed, that on the returns, it is not prudent to trump with small cards, unless there be an absolute necessity of doing it from the situation of the game.

Numberless other games may be played sans prendre, in both colours; but the grand object to be kept in view, is making six tricks against the united force of the three adversaries.

Of the Roi rendu, or, king surrendered.

This method of playing quadrille differs from the usual one in the following particulars. He who has the king called, may give it up to him who called it, who must give him a card from his hand in exchange, which the other players have a right to see. But he who having the king called, and a good hand, and gives it up in order to make the ombre lose, is beasted, without the ombre's being exempt from making it also, if he does not win the game; the king called should have three sure tricks to do this.

Six tricks, by him alone, are obliged to be made, to whom the king is given up, against all the rest of the players; and as he does not divide with any one when he wins, so he pays all by himself when he loses.

The king cannot be given up to him that plays forced spadill, as at common quadrille; which is the same as this in every other respect.

This game is played in some places, by rendering the king by obligation ; that is, he who plays, always plays alone ; and the last player if all the others have passed, by calling a king, which is given up to him, or spadill, is obliged to play ; but this is according to what is agreed.

It is proper we should mention another game that is played, and is called troisdille, it being played by three persons only : but nevertheless, is subject to the laws of quadrille, in all respects whatever.

CHAP. VI.

The LAWS of the GAME of QUADRILLE.

I.

THE cards must be dealt by fours and threes, and no otherwise, beginning with either one or the other; and if a card happens to be faced in dealing, they must be dealt again, except it is the last card.

II.

If there should be too many or too few cards in the pack a new deal is required.

III.

If there are two cards of the same sort, and it is perceived before the deal is finished, it becomes void; but if all the cards are played, it stands good, as well as any preceding ones.

IV.

He who deals wrong, is not beasted, but must deal again.

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V.

If he who plays either fans prendre, or by calling, names another suit than that in which his game is, or if he names two suits, that which he first named must be trumps, and he cannot recalli t.

VI.

The player must name the suit he plays in, by its proper name; as well as the king he calls.

VII.

He who has asked leave is obliged to play.

VIII.

He who has passed, must not be admitted to play, unless he plays forced spadill.

IX.

He who has asked leave, cannot play fans prendre, unless he is forced to it.

X.

He who has asked leave, is admitted to play fans prendre, in preference to the player that forces him.

XI. He

XI.

He who has four kings, may call the queen to one of his kings; but cannot call the queen of the suit that is trumps.

XII.

He who has one or more kings, may call one of them, and in that case is obliged to make six tricks alone in order to win; if he wins, he has all the winnings to himself; consequently if he loses, he pays all by himself.

XIII.

It is not allowed to encourage the friend to play.

XIV.

No one should play out of his turn, altho' he is not beasted for so doing.

XV.

He who not being eldest hand, and having the king called, shall trump out with spadil, manill, or basto; or shall even play the king called, in order to shew that he is the friend; shall not be allowed to go for the vole---he shall even be beasted, if it appears that he did it with a bad intention.

XVI.

He who has separated a card from his hand, and has shewn it, is obliged to play it, if the game may be prejudiced by not so doing; or if it can give any information to his friend, especially if it should be a matadore. He who plays sans prendre is not subject to this law; nor he who, calling himself, plays alone.

XVII.

He who has none of the suit led, is not obliged to trump, nor to play a higher card in that suit, if he should have it.

XVIII.

It is not allowed to turn the tricks of the other players, in order to see what has been played.

XIX.

Neither is it permitted to turn the tricks, or count aloud what has been played; but when you are to play, each player must count his own game.

XX.

If any one turns and sees the game of one of the players, under pretence of turning the tricks, he is beasted, together with him whose cards he has turned, each paying one half of the beast.

XXI. He

XXI.

He who renounces is beasted as often as he is culpable, if it is discovered in the play; but if the deal is over, and the cards are mixed, he makes but one beast, though there should have been several renounces.

XXII.

A renounce is so deemed, when the trick is turned; or he who renounced must have played a card for the next trick; otherwise there is no penalty, and he may take it up again.

XXIII.

If the renounce is prejudicial to the game, and the deal is not finished, the cards may be taken up, and played over again, from the trick where the renounce was made; but if the deal is finished, they cannot be played over again.

XXIV.

He who having asked what is trumps, and shall trump in that suit which is named, although it is not trumps, is not beasted.

XXV. He

XXV.

He who trumps in a suit that is not trumps, without having asked what is trumps, and has turned his trick, is beasted.

XXVI.

He who shews his hand before the game is won, is beasted, unless he plays sans prendre, or alone.

XXVII.

Several beasts made in the same deal, go together, unless it is otherwise agreed.

XXVIII.

The greatest beast always goes first.

XXIX.

An inferior trump cannot force the three matadores.

XXX.

The superior matadore can force the inferior, when it is played by the first player.

XXXI. The

XXXI.

The superior matadore cannot force the inferior, if it is played on any inferior trump that was first led.

XXXII.

The matadores, and the fans prendre, cannot be demanded after the cards are cut for the next deal, unless by design the cards are shuffled and cut so hastily, that there was not time to demand them---in which case, if there is nothing received for the game and the consolation, by any of the players, the player has a right to demand the fans prendre, and the matadores, with the game that is due to him; but if it is himself that has cut or dealt the cards, he cannot recover them.

XXXIII.

He who plays fans prendre with the matadores, and demands one, without demanding the other, cannot insist upon more than what he demanded.

XXXIV.

He who demands the matadores which he has not, instead of demanding the fans prendre; or he who demands the fans prendre instead of the matadores, cannot insist on being paid what

what othewise would be really his due ; for this game must be explained precisely. He who plays with calling, is not included in this distinction.

XXXV.

If one of the two players has been paid the matadores, the other has a right to be paid them, though he has not demanded them.

XXXVI.

The matadores are not paid but when, together or separately, they are in the hands of those who stand the game.

XXXVII.

He who plays sans prendre, is obliged to name his suit, altho' he has a sure game.

XXXVIII.

The game, the stakes, the consolation, and the beasts, are not confined ; they may be demanded after several deals.

XXXIX.

No mistakes that have been made in counting the beasts can be recalled after the next deal to that which they were drawn in.

XL.

He, or they, who stand the game, and win every trick, are paid what is agreed on for the vole.

XLI.

The vole cannot draw the beasts which do not go upon the game.

XLII.

He who cannot make the vole when he has undertaken it, pays what he would have received, if he had won it.

XLIII.

The vole is undertaken, after making the first six tricks, whether the game is played alone or by calling a king, when a card must be played for the seventh trick.

XLIV.

When once the vole is undertaken, it cannot be declined.

XLV.

He who speaks in the play to encourage his friend, cannot pretend to the vole.

XLVI. He

XLVI.

He who says any thing to make him decline it, is beasted.

XLVII.

No one is to inform his friend who is to play, that he has six tricks.

XLVIII.

They who defend the pool, cannot communicate their game to each other, though the vole is undertaken; both should be silent in respect to the game.

XLIX.

He who has been forced to play with spadill, cannot pretend to the vole.

L.

The vole cannot be undertaken before the king called has been seen.

LI.

If the king called has not appeared, the game may be played on to the last card, without incurring the penalty for missing the vole.

LII. They

LII.

They who make the vole, without having shewn the king, shall not be paid for it, altho' the queen has been played, and has won a trick ; as it may happen, that he who has the king, has won by mistake, or being willing to make the impasse *, the queen not denoting the king.

LIII.

They who having undertaken the vole and do not make it, win, nevertheless, the game, the stake and the beasts, if there should be any that go on the game, and must be paid the game, the consolation and the matadores, if they should have them, as well as the fans prendre.

LIV.

They who admit the *contré* at quadrille, give it the preference in play, to him who, being eldest hand, offers to play fans prendre.

LV.

He who plays fans prendre, goes for the vole, and loses it, must pay to each one what is due for the vole ; and must not be paid either the fans prendre, or the matadores, if he should have them, or even the consolation, or the

* See the dictionary.

game; nor must he draw the stake; but unless he loses the game, he is not beasted; if he loses the game, he must pay, besides the vole, to every player what is due on the game, and is beasted what is on it.

LVI.

He who stands the game, and does not make three tricks, or four, as is agreed, is beasted alone, and pays alone all that is to be paid. If he makes no trick, he must pay, besides, to his two adversaries what is due for the vole, but not to his friend, because that advantage may induce the friend to play against him, instead of supporting him when the game is desperate.

LVII.

When the roi rendu is played, he that receives him, is obliged to make six tricks alone to win; and pays and receives accordingly.

LVIII.

If any player refuses to finish the party he has begun, he must pay all that is lost upon the game and the cards.

CHAP. VII.

A dictionary of the technicals made use of at the game of quadrille.

TO ASK LEAVE, is to play, by calling a king.

BASTO, is the ace of clubs, which is always the third trump.

BEAST, is a penalty which consists in paying as many counters as there are down; and is incurred either by renouncing, or by some other fault; also, by not winning when the player stands the game.

CHEVILLE, is to be between the eldest hand and the dealer, which is called, *to be in cheville*.

CODILL, is when those who defend the pool, make more tricks than they who stand the game; which is called, *winning the codill*.

CONSOLATION, is a claim in the game, always paid by those who lose, to the winners; whether by codill, or remise.

DEVOLE, is when he who stands the game makes no trick.

DOUBLE, is to play for double stakes, in respect to the game, the consolation, the fans prendre, the matadores and the devole.

FORCE.

FORCE. The ombre is said to be forced, when a strong trump is played for the adversary to over-trump; he is likewise said to be forced, when he asks leave, and one of the other players obliges him to play sans 'prendre, or pass, by offering to play sans prendre.

FRIEND, is the player who has the king called.

INPASSE, *to make the inpassé*, is, when being in cheville, the knave of a suit is played of which the player has the king.

MANILL, is, in black the deuce of spades or clubs; in red, the seven of hearts or diamonds, according to the suit played in, and is always the second trump.

MARK, the game is marked by the fish, which they who deal put down.

MATADORES, there are three matadores, viz. spadill, manill, and basto, which are the three first trumps; but their number is increased according to the number of trumps that are joined to them without interruption; and when spadill is wanting to make up the number compleat, they are called false matadores.

MILLE, is a mark of ivory, which is sometimes used, and stands for ten fish.

OMBRE, is the name given to him who stands the game, by calling or playing sans appeller.

PARTY, is the duration of the game, according to the number of tours that are agreed to be played.

PASS,

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PASS, is the term used when the player has not a hand to play; he then says, *pass*.

PONTO, is the ace of diamonds, when diamonds are trumps; or hearts, when they are trumps; and is then the fourth trump.

POOL, the pool consists of the fishes, which are staked for the deals; or the counters put down by the players; or the beasts that go on the game. *To defend the pool*, is to be against him who stands the game. Pool, likewise signifies a certain number of counters, supernumerary to the cards, when the tours are finished, and the play is continued afterwards.

PRISE, is the number of fish or counters that are given to each player at the beginning of the party.

REGLE, is the order that is observed at the game, which is called *being in regle*, when the ombre trumps the return of the king called.

REMISE, is, when they who stand the game, do not make more tricks than they who defend the pool; and they then lose by remise.

RENOUNCE, is, not to follow the suit led, when at the same time the player has a card or cards of that suit; it is also called a renounce, when not having any of the suit led, he wins with a card that is the only one he has in the suit which he plays in.

REPRISE, is the same as party.

REPORTE, is the same as remise.

ROY

ROY RENDU, is, the king given up or surrendered; and when this is the case, the person to whom the king is given up, must win the game alone.

SPADILL, is the ace of spades, which is always the first trump.

FORCED SPADILL, is, when he who has it is obliged to play; all the other players having passed.

SANS APPELLER, is, without calling; and is when the player plays without calling a king.

SANS PRENDRE, this term is used at this game, tho' improperly, and signifies, the same as sans appeller.

FORCED SANS PRENDRE, is, when having asked leave, one of the players offers to play sans prendre, in which case, he who asked leave is obliged to play sans prendre, or to pass.

TENACE, is to wait with two trumps, which must inevitably make, when he who has two others is obliged to lead; for example, the two black aces, with regard to manill and ponto.

TOURS, are the counters, which they who win by standing the game, put down to mark the number of coups played; by which the length of the party is determined.

END OF QUADRILLE.

A S H O R T
T R E A T I S E
O N T H E G A M E of
P I Q U E T.

C H A P. I.

The manner of playing the Game of Piquet.

THIS game is played by two persons only, and with thirty-two cards, viz. the ace, king, queen, knave, ten, nine, eight, and seven of each suit; and these cards keep the same rank in which they are here placed; the ace being above the king, the king the queen, the queen the knave, &c. And in telling the game, the ace reckons eleven, the king, queen and knave, ten each; and the small cards, each according to the number of its pips, as ten, nine, eight or seven.

As soon as it is agreed what to play for, and how many points constitute the game, the players must then cut for the deal, and he that cuts the lowest piquet card deals first; in order to which he shuffles the cards, and presents them to the elder-hand, who, if he pleases,
G may

may shuffle them likewise, in which case the dealer has a right to shuffle them a second time, after which they are cut by the elder hand. But if he cuts only one, or drops a card in cutting, the dealer has a right to shuffle them again.

The cards are to be dealt by two and two, and no other way; the players are to have twelve cards dealt them, and there will then remain eight cards, which are called the *talon* or *stock*, and are to be placed on the board, directly between the two players.

In order to give a general idea of the game, as we have proposed, it is necessary to observe here, that if the elder or younger hand has thirteen cards dealt him, it is at the option of the elder hand either to play the cards, or to have a new deal; and if he chuses to stand the game, he is to lay out one more than he takes in, so that there may be three cards left to the dealer. If the younger hand has thirteen cards, he must in like manner lay out one more than he takes in; and if either party has fourteen cards dealt him, there must be a new deal.

If there should be a faced card in the stock, it does not hinder the deal from being played, provided, it is not the first card of the stock, or the first of those three that belong to the dealer; for then, the card being seen by both parties, there must necessarily be a new deal; because if it was left to the option of the player to whom the card belongs, he would have the advantage either to play if he liked his hand, or to refuse if

if he did not, which would be unjust, as the cards being faced is not the fault of either party. But in case of either of the players turning or seeing one or more of his adversary's cards, the offender is only obliged to lead in such suit as his adversary shall think proper, and that, as often as he has seen cards. *See the law in this case.*

We shall now explain what are called the *hazards*; of which there are three, the repique, the pique, and the capot. The repique is made when either of the players reckons thirty in his hand, before his adversary can count one, in which case, instead of thirty, he reckons ninety.

The pique is when the elder hand makes out thirty by the cards he has in his hand, and by the cards that he plays before the adversary makes one; in that case, the elder scores sixty, and as many more as he reckons additional points in play.

The capot is, when either of the players wins every trick, for which he scores forty; whereas ten points are taken for winning the majority of tricks only.

It is a mistake of those players who think, that all the three hazards cannot be made at the same time; for all judges agree, that the capot may be joined to the pique or repique; and which indeed frequently happens. For example, let us suppose that the elder hand has the four tierce-majors, which are allowed to be good---he enters then with four for his point, and twelve for the four tierce-majors, which make sixteen; and fourteen for the quatorze

of aces, make ninety ; and twenty-eight for the quatorze kings and queens, make an hundred and eighteen, and thirteen he tells in play, make an hundred and sixty-one ; which, added to the forty for the capot, make two hundred and one. This chance is so extraordinary, that perhaps it may never happen : however, in case it did happen, it is but just that it should be allowed.

In order to make the pique, that is to reckon sixty instead of thirty, he that makes it, must be elder-hand ; for if he was the dealer, the elder would play a card and count one ; and in that case, if the dealer was to count twenty-nine in hand, and won the card that the elder played, he would still count but thirty, unless the elder should play a card that does not count, as a nine, eight or seven ; then indeed, after the dealer has won the trick, he may go on to thirty, reckon sixty, and make the pique.

We must here observe, that the carte blanche, which is good for ten points, counts first, especially, when the two players are near the conclusion of the game ; after which follow the point and sequence ; and then, the points which are told in play ; and lastly, the ten points for the cards, or forty for the capot.

C H A P. II.

Of the CARTE BLANCHE, and of the manner of discarding.

AFTER the player has examined his twelve cards, he should, the better to understanding his game, range the different suits: that is, to place the hearts with the hearts, the spades with the spades, the clubs with the clubs, and the diamonds with the diamonds.

He is then to observe whether he has a *carte blanche*, that is, if he has no figured cards in his hand; such as kings, queens, and knaves. If either of the players finds that he has a *carte blanche*, after the adversary has discarded, he must show it down on the table, and tell them one after the other, to show that he has twelve cards; which, as was said before, reckons for ten, and takes place before the point itself, and serves towards making the pique and repique, or prevents them from being made.

When the players have examined their hands, and whether either of them has *carte blanche*, or not, the elder hand must make his discard; that is, he picks out five cards from his hand that he thinks of the least value, and lays them on one side, in order to take in as many from the eight cards, called the *talon* or *stock*.

He must not take more than five, but as many less as he pleases, except one, which he is obliged to take; he has a right to see those cards that he might have taken, and, whether he has left the dealer any cards or not, the dealer is likewise at liberty to leave as many of them as he pleases, except one, which he is also obliged to take; if the dealer leaves any cards, he has a right to see them; and if he looks at them, the elder hand may do the same, first naming the suit he intends to lead; if the dealer should leave any cards, and mix them with his discard, the elder-hand has a right to see the whole; first naming the suit he leads, as in the other case; and if he should either by design or accident, lead another suit than that which he named, he is obliged to lead in what suit the dealer pleases.

These rules being intended more for beginners than for experienced players, it will be necessary, *en passant*, to point out the principal ends that should be kept in view in making the discard.

The two first ends proposed in discarding by good players, are; to get the point and the cards; to do which, it is a general rule, to keep that suit for point, of which they have the most; or at least, in which they are strongest: it is however, sometimes better to carry forty-one of one suit, than forty-four of another, where there is no prospect of making a quint; or even if there should be a small
quint

quint with the forty-four, it may still be right to prefer the forty-one, if by taking in one card only, a quint major is made, and the point and cards gained, which could not be done with the forty-four, without a very extraordinary take-in.

When the player goes for a great game, he is to discard differently from what he would have done if he went for a common game only; for in the former case, he depends entirely upon the taking-in, whereas in the latter, he carries such cards, as with a common take-in, he is able to make good his score; that is, twenty-seven points for the elder hand, and thirteen points for the dealer. In discarding, he should likewise endeavour to get the quatorzes, which are the four aces, the four kings, the four queens, the four knaves, and the four tens; the four aces are preferable to any of the others; having them, he can count any other inferior ones, as a quatorze of tens, tho' the adversary should have the kings, queens or knaves. By the same rule, if there is no quatorze, he can count three aces, kings, queens, knaves or tens, which he should consider when he discards, the lowest quatorze preventing the adversary from reckoning three aces, and so of the rest. A good quatorze not only entitles him to reckon inferior ones, but also three tens, or any other three, excepting those of nine, eight, or seven, altho' there should be three of a superior value in the adversary's hand.

These rules are to be observed by the player, in respect to the *sequences*, that is, the *huitiemes*, *septiemes*, *sixiemes*, *quints*, *quarts* and *tierces*; and when he discards, he should consider how he might take the best chance of making them by his take-in: an explanation of these terms, with an account of their value, will be found in the next chapter.

CHAP. III.

Containing an explanation of the point, and of the sequences; with some further remarks on the discard.

THE amount of so many cards in any one suit, when added together, is, what is called the point; the ace tells for eleven, the picture cards ten each, and the small cards according to the number of their pips.

As soon as the point is reckoned by the elder hand, he calls it, mentioning the number it amounts to, and asks if it is good; to which the adversary replies according to his hand, if he has not so many, that it is good. If he has an equal number, he says equal; and if he exceeds the elder hand, he says, not good. The point then is reckoned by him who has the superiority in number, counting as many for the point as he has cards, which constitute the whole; except for example, he has six cards that make only forty-four, he reckons but five, whereas, had they made fifty-five, he would have counted six; and so in respect to sixty-four, and forty-four, which reckon no more than the number of their tens; the fifth point always making up the ten; thirty-five points being equal in value to forty-four, each counting four. However, in some

companies, they make every card reckon for one, whether the amount of the whole is more or less than forty-five, fifty-five, &c. If their points are both equal, neither of them reckon any thing for point. If the two players have the same sequence, the same rule is observed, unless one of them makes his sequence good by having a superior quint, quart, tierce, &c. to what his adversary has.

Of the huitieme, the septieme, the sixieme, the quint, the quart, and the tierce.

We shall begin by observing, that there is but one huitieme, which consists of all the eight cards in the same suit, viz. the ace, king, queen, knave, ten, nine, eight, and seven.

There are two septiemes; the septieme-major, composed of the ace, king, queen, knave, ten, nine and eight; and the septieme to a king, consisting of king, queen, knave, ten, nine, eight and seven.

There are three *sixiemes*, the first, called *sixieme-major*, consists of the ace, king, queen, knave, ten, and nine; the second, *to a king*, is composed of the king, queen, knave, ten, nine, and eight; and the third, *to a queen*, consists of the queen, knave, ten, nine, eight and seven.

There are four quints; the first is, the *quint-major*, and consists of the ace, king, queen, knave and ten; the second, *to a king*, is composed

posed of the king, queen, knave, ten, and nine ; the third, *to a queen*, consists of the queen, knave, ten, nine and eight ; and the fourth, *to a knave*, is composed of the knave, ten, nine, eight and seven.

The quarts are of five different sorts ; the first, called *quart major*, consists of the ace, king, queen, and knave ; the second, called *quart to a king*, is composed of the king, queen, knave and ten ; the third, *to a queen*, consists of queen, knave, ten and nine ; the fourth, *to a knave*, is composed of the knave, ten, nine and eight ; and the fifth, called *quart basse*, consists of ten, nine, eight and seven.

There are six sorts of tierces ; the first, called *tierce major*, is composed of the ace, king and queen ; the second, called *tierce to a king*, is the king, queen and knave ; the third, *to a queen*, is the queen, knave and ten ; the fourth, *to a knave*, is the knave, ten and nine ; the fifth, *to a ten*, is the ten, nine and eight ; and the sixth, which is called *tierce basse*, is composed of the nine, eight and seven.

A tierce, that is allowed good, reckons for three ; a quart, for four ; a quint, fifteen ; a sixieme, sixteen ; a septieme, seventeen ; and a huitieme, eighteen ; besides what they reckon for point. For example, a quart that is good, reckons four as a quart, and four for the points, which make eight ; a quint, reckons five for the point, and fifteen as quint, which make twenty ; and so in like manner with the rest.

If there should be an equality betwixt the highest sequence in each hand, and either of them should have several others of equal or inferior value, neither one or the other can reckon any thing for them; the equality between the superior ones having destroyed the validity of them all.

CHAP. IV.

Of the manner of calling the game, and playing the cards.

AS soon as each party has discarded and taken in, the cards must be sorted, and then they must examine their hands, and prepare their points. The elder hand reckons his point and names it, to which the dealer makes his reply, *good, equal, or, not good*; according to the inferiority, equality, or superiority of his own. The sequences are called next by the elder hand, if he has any, and they are pronounced to be good, equal or not good, by the dealer, according to his cards, as before. If the point and sequences should be good, they must be shewn down on the table before the first card is played; for if either of the players forget to shew them in time, he is not allowed to reckon them, and the adversary is allowed to shew and reckon his, altho' inferior. If both the players forget to shew them before their first cards are played, neither of them are entitled to reckon them.

The quatorzes are next to be considered, and if any one is good, it reckons for fourteen, and enables him who has it, to reckon three aces, kings, queens, &c. If there should be

no

no quatorze, three aces, kings, queens, knaves, or tens must be looked for; and he who has the superior ones, reckons three for each.

When the elder hand has examined his cards, and finds by calling, what he has is good. He begins by counting the *carte blanche*, if he has it, which is good for ten points; then he counts his point, if it is good, which, supposing to be fifty, he throws down and reckons five; ten and five make fifteen--- After which his sequence is counted, and if his quart is good, he shows it down likewise, and counts four---which together make nineteen; he then proceeds, and if he has a quatorze or three aces, or any other threes that are good, he adds them as before. Having finished the count of his hand, he plays a card, and if it is a figure or tenth card, he reckons one for it, those being the only cards that count in play; unless the players agree to count every card.

When the elder hand has played a card, if the dealer has the point, or any sequence that is good, he shows them down, and reckons them; and if he has quatorze, or any three that is good, he reckons them likewise, as well as *carte blanche*, if he should have it. Having counted all his hand, he plays in the same suit that was led by the elder hand, if he has any of it; and if he wins the trick, he leads what card and in what suit he pleases.

As the game of piquet is supposed to admit of nothing done by surprize, he that in playing
changes

changes his suit, is to name the suit to which he changes ; in case he does not, the adversary, supposing that he still continues to lead in the former suit, may take up the card that he has played, altho' he should even follow suit

As it is impossible to become a good player without practice, we shall only make a few general observations, and lay down some rules for playing the cards.

A player should carefully observe what the adversary has shown, and what he has called ; then, by comparing his own hand with the cards he has laid out, he may nearly judge of the cards the adversary has in his hand, and of those he discarded. The consequence of which is, by playing his cards accordingly, he may get the majority of tricks, for which he scores ten points, and is, no doubt, a considerable advantage at this game.

It is necessary here to observe, that there is no trump at piquet, but the best card of the suit wins the trick, the same as at whist ; neither is there any penalty for not following suit, altho' the player has one in that suit led in his hand, being at liberty to take up his card and play down another.

When all the cards are played, except the last, he who wins it with a card that counts, reckons two, and if it is not a figured or tenth card that wins it, he reckons one for the last trick.

The two players then count their tricks, and he who has the most, scores ten for the cards.

if they

If they are equal nothing is scored on either side.

The game is marked with counters or otherwise, every deal; and the cards dealt again as at first; the players dealing alternately till the game is finished; the number most commonly fixed for the game being an hundred.

The game is often played with the lurch, that is to say, if one player gets as many points as make the game, before the other gets half that number, he is said to be lunched, and pays the winner double the stakes played for.

CHAP. V.

Some general rules for playing the cards at Piquet.

THE first thing a player should consider, is, to endeavour to make his score, that is, twenty-seven points elder-hand, and thirteen points younger-hand ; for which reason, if he has six tricks, with any winning card in his hand, he should not fail playing that card, unless he discovers in the course of play what his adversary has laid out.

If he is greatly advanced in the game, as being eighty to fifty, it is his interest to let the adversary gain two points for his one, as often as he can, especially if he is to be elder-hand next deal ; but supposing he is to be younger hand, and the game at the same stage, he should not even then fear losing two or three points to gain one ; because that point brings him within his shew.

Either the elder or younger-hand should sometimes sink one of his points, such as a tierce, three kings, queens, &c. in order to win the cards ; when this is done with judgment and without hesitation, it often succeeds.

Again, it is good play sometimes, for the younger hand, to sink one card of his point, which

which his adversary may suppose to be a guard to a king or queen, and thereby may gain such an advantage in playing the cards, as to get the majority of tricks.

The younger-hand should generally have his queen suits guarded, in order to make points, and in playing them to save the cards.

If the elder-hand is sure of making the cards equal in playing them, and is more advanced in the game than his adversary, he should risque the losing of them ; but, on the contrary, if his adversary is many points a head of him, he should risque the losing of the cards, in hopes of gaining them.

CHAP. VI.

How to lay money at the game of Piquet to the best advantage.

THE elder-hand has always five to four the best of the game at starting, therefore, the person who wants to lay his money and have the dealer, he must take the odds.

It is about two to one that the younger-hand is not lunched by the elder hand; and that the younger-hand does not lurch the elder-hand, it is near four to one.

If a partie* at piquet is played, the odds in favour of him who is elder-hand at starting, is about twenty-three to twenty.

Suppose the players have one game each, he who is elder-hand, has above five to four the best of the partie.

Suppose one of the players has two games love before they cut for the deal, the odds are above four to one that he wins the partie.

If the elder-hand has two games love, the odds are about five to one that he wins the partie.

Suppose the younger-hand has two games love, the odds are about three and an half to one that he wins the partie.

* The first three games in five.

If one of the players has two games to one before they cut, the odds are above two to one in favour of the two games.

If the elder-hand has two games to one, the odds are about eleven to four in his favour.

If the younger-hand has two games to one the odds in his favour are about nine to five.

If the elder hand has one game love, the odds are about seventeen to seven in his favour.

If the younger hand has one game love, the odds are about two to one in his favour.

CHAP. VII.

The laws of the game of Piquet, according to the decisions of the best players.

IF either of the players has thirteen cards dealt him, it is at the option of the elder-hand, either to play the cards, or to have a new deal, as he shall think it most advantageous for his game; but if either of the players has fourteen cards or more, there must be a new deal.

II. If the elder-hand has thirteen cards, and refuses to play them, he must lay out one more than he takes in; because the younger-hand must have his three cards; if the younger-hand should have thirteen, the elder must take in the same cards as if the stock was right; and the younger must lay out three and take in two. In either case, he who has thirteen cards, must acquaint the other of his intention before he takes in; for after he has seen the cards, the game must be played, under the penalty of playing with more than twelve cards, which is, to reckon nothing.

III. He who takes in more cards than he lays out, or in playing, is found to have more cards than he has a right to, reckons nothing; at the same time his adversary can reckon every thing he has, altho' much inferior to what he may

may have, who has thirteen or more cards.

IV. He who plays with less than twelve cards, can count all that he has, as it is no fault to have too few cards; but his adversary always counts the last card, for which reason, he cannot be capoted, and is an advantage over the other, who very probably may, for want of a twelfth card.

V. He who forgets at the beginning to count *carte blanche*, his point, or the aces, kings, queens, &c. or any sequence which he may have good in his hand, cannot reckon them afterwards.

VI. He who omits shewing his point, sequence, &c. before he plays his first card, which he may have better than his adversary, cannot reckon them afterwards---in which case, the elder-hand whose point, sequence, &c. or three of any sort, which were not allowed to be good, has a right, provided he has not played his second card, to count his game, which he had not shewn or called.

VII. At the end of every game the players must cut for the deal, unless it is agreed to deal alternately throughout the whole partie.

VIII. No player can discard twice; as soon as he has touched the stock, whatever cards he has discarded, he cannot take in again.

IX. Neither of the players can see the cards he is to take in, before he has discarded; for which reason, when the elder-hand leaves any of the take-in cards, he must mention how many he leaves, or how many he takes in.

X. He

X. He who has laid out less cards than he has taken in from the stock, and perceives it before he has turned any of them, or has mixed them with his own cards, is permitted to return what he has too much, without incurring any penalty; provided however, that his adversary has not taken in his cards, for in that case, he shall be at liberty either to play the cards, or to have a fresh deal; and if the deal is played, the card that is too much, must be mixed with one of the two discards, after being seen by both players.

XI. If he who deals twice together, collects himself before he has seen any of his cards, his adversary is obliged to deal, tho' he has seen his own hand.

XII. If the elder-hand calls his point, or any thing else he may have to reckon, and his adversary answers that it is good, but upon examining his hand, finds himself mistaken, he is admitted to count what he has that is good, provided that he has not played; and also to set aside what was called by the elder, even tho' his first card was played.

XIII. He who might have quatorze aces, kings, queens, knaves, or tens, and has discarded one of them, and consequently reckons only three aces, kings, &c. which are allowed to be good, must tell his adversary precisely which card he has laid out, as soon as he has played his first card, provided he is asked.

XIV. If the pack should be false, that is, if there should be two tens, or any two cards of the same sort, or that there should be a card too many

many or too few, the deal must be void; but the preceding deals must stand good.

XV. If there should be a faced card in dealing, there must be a fresh deal.

XVI. If there should be a faced card in the stock, the deal must stand good, unless it is the upper card, or the first of those three that belong to the dealer; but if there are two faced cards, there must be a new deal.

XVII. He who calls his game wrong, and does not correct himself before he plays his first card, counts nothing he has in his game, for if the adversary discovers it at the beginning, in the middle, or at the end of the deal, he shall not only prevent the other from reckoning, but he shall reckon himself all that he has good in his game, which the other cannot equal.

XVIII. Any card separated and which has touched the board, is deemed to be played: however, if a card is played to the adversary's lead that is not of the suit he led, and the player has one of that suit, he may take it up, and play one of the right suit; for as there is no penalty for a renounce, there cannot be any for that; but if the player has none of the suit led, and plays a card that he did not intend, he is not permitted to take it up again, after he has once quitted it.

XIX. He who says, I play in such a suit, and afterwards does not play that suit which he ought to play, in order to see the cards that the dealer has left, may be obliged by the adversary to play in such suit as he shall think proper.

XX. He who by accident, or otherwise, turns or sees a card belonging to the stock, is

to play in what suit his adversary pleases, as often as he has seen cards.

XXI. He who having left a card of the stock, mixes it with his discard, without shewing it to his adversary, is obliged after he has named the suit that he will lead, to show all his discard. He who leaves a card, is at liberty not to see or shew it, provided he does not mix it with his discard.

XXII. He who quits the partie before it is finished, loses it, unless some emergent business calls him.

XXIII. He who throws down his cards and mixes them with the stock, thinking he has lost the game, tho' he should find afterwards his mistake, loses the partie; but if his cards are not mixed, he has a right, provided the other player has not mixed his cards, to take them up again. If towards the end of the deal, a player having two or three cards left, thinks that his adversary has better, and throws them down altogether, the adversary then shews his, which though inferior, wins those thrown down, the player not being allowed to take them up again.

XXIV. If the dealer discards, and takes in the cards belonging to the elder-hand before he has had time to make his discard, and mixes them with his own hand, he loses the game or partie if they play it; but if the elder has had time to discard, and waits for the younger's

H

discarding

discarding, thinking that the dealer is the elder, the deal must stand good; and the eldest hand, by right, must begin the play as usual.

XXV. If the player should have but one quatorze in his hand allowed to be good, he is not obliged to say what quatorze it is, but quatorze only; but in case he might have had two, and has discarded one of them, he must name which quatorze he has.

END of the GAME of PIQUET.

A SHORT
TREATISE
ON THE GAME OF
BACK GAMMON.

CHAP. I.

Manner of playing the Game.

THIS game is played by two persons upon a table, divided into two parts, upon which there are twenty-four black and white spaces, called points. Each adversary has fifteen men, black and white, to distinguish them; and they are disposed of in the following manner: supposing the game to be played into the right hand table, two are placed upon the ace point in the adversary's table, five upon the six point in the opposite table, three upon the cinque point in the hithermost table, and five on the six point, in the right-hand table. The grand object in this game is for each player to bring the men round into his right-hand table, by throwing with a pair of dice those throws that con-

tribute towards it, and at the same time prevent the adversary doing the like. The first best throw upon the dice is esteemed aces, because it stops the six-point in the outer table, and secures the cinque in the thrower's table, whereby the adversary's two men upon the thrower's ace-point cannot get out with either quatre, cinque, or six. This throw is an advantage often given to the antagonist by the superior player.

Directions how a player is to carry his men home.

When he carries his men home in order to lose no point, he is to carry the most distant man to his adversary's bar point, that being the first stage he is to place it on; the next stage is six points farther, viz. in the place where the adversary's five men are first placed out of his tables. He must go on in this method till all his men are brought home, except two, when by losing a point, he may often save the gammon, by throwing two fours or two fives.

When a hit is only played for, he should endeavour to gain either his own or adversary's cinque point, and if that fails by his being hit by the adversary, and he finds him forwarder than himself, in that case, he must throw more men into the adversary's tables, which is done in this manner: he must put a man upon his cinque or bar point, and if the adversary neglects to hit it, he may then gain a forward game instead of a
back

GAME of BACKGAMMON. 149

back game; but if the adversary hits him, he should play for a back game, and then the greater number of men which are taken up, makes his game the better, because by these means he will preserve his game at home; and then he should endeavour to gain both his adversary's ace and trois points, or his ace and deuce points, and take care to keep three men upon the adversary's ace point, that in case he hits him from thence, that point may remain still secure to himself.

A back game should not be played for at the beginning of a set, because it would be a great disadvantage, the player running the risk of a gammon to win a single hit.

CHAP. II.

Rules for playing at setting out all the throws on the dice, when the player is to play for a gammon or for a single hit. Those for a gammon only, are marked thus †.

I. **T**WO aces are to be played on the cinque point, and bar point, for a gammon or for a hit.

II. Two sixes, to be played on the adversary's bar point, and on the thrower's bar point, for a gammon or for a hit.

III. † Two trois, to be played on the cinque point, and the other two on the trois point in his own tables, for a gammon only.

IV. † Two deuces, to be played on the quatre point in his own tables, and two to be brought over from the five men placed in the adversary's tables for a gammon only.

V. † Two fours, to be brought over from the five men placed in the adversary's tables, and to be put upon the cinque point in his own tables, for a gammon only.

VI. Two fives, to be brought over from the five men placed in the adversary's tables, and to be put on the trois point in his own tables, for a gammon or for a hit.

VII. Size ace, he must take his bar point for a gammon or for a hit.

VIII. Six

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VIII. Size deuce, a man to be brought from the five men placed in the adversary's tables, and to be placed in the cinque point in his own tables, for a gammon or for a hit.

IX. Six and three, a man to be brought from the adversary's ace point, as far as he will go, for a gammon or for a hit.

X. Six and four, a man to be brought from the adversary's ace point, as far as he will go, for a gammon or for a hit.

XI. Six and five, a man to be carried from the adversary's ace point, as far as he can go, for a gammon or for a hit.

XII. Cinque and quatre, a man to be carried from the adversary's ace point, as far as he can go, for a gammon or for a hit.

XIII. Cinque trois, to make the trois point in his table, for a gammon or for a hit.

XIV. Cinque deuce, to play two men from the five placed in the adversary's tables, for a gammon or for a hit.

XV. † Cinque ace, to bring one man from the five placed in the adversary's tables for the cinque, and to play one man down on the cinque point in his own tables for the ace, for a gammon only.

XVI. Quatre trois, two men to be brought from the five place in the adversary's tables, for a gammon or for a hit.

XVII. Quatre deuce, to make the quatre point in his own tables, for a gammon or for a hit.

XVIII. † Quatre ace, to play a man from the five placed in the adversary's tables for the

quatre, and for the ace, to play a man down upon the cinque point in his own tables, for a gammon only.

XIX. † Trois deuce, two men to be brought from the five placed in the adversary's tables, for a gammon only.

XX. Trois ace, to make the cinque point in his own tables, for a gammon or for a hit.

XXI. † Deuce ace, to play one man from the five men placed in the adversary's table for the deuce; and for the ace to play a man down upon the cinque point in his own tables, for a gammon only.

*Rules how to play the chances that are marked thus *, when a hit is only to be played for.*

* Two trois, two of them to be played on the cinque point in his own tables, and with the other two he is to take the quatre point in the adversary's tables.

* Two deuces, two of them are to be played on the quatre point in his own tables, and with the other two he is to take the trois point in the adversary's tables.

By playing the two foregoing cases in this manner, the player avoids being shut up in the adversary's tables, and has the chance of throwing a doublet to win the hit.

* Two fours, two of them are to take the adversary's cinque point in the adversary's tables, and for the other two, two men are to be brought from the five placed in the adversary's tables.

* Cinque

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* Cinque ace, the cinque should be played from the five men placed in the adversary's tables, and the ace from the adversary's ace point.

* Quatre ace, the quatre to be played from the five men placed in the adversary's ace point.

* Deuce ace, the deuce to be played from the five men placed in the adversary's tables, and the ace from the adversary's ace point.

N. B. The three last chances are played in this manner, because an ace being laid down in the adversary's tables, there is a probability of throwing deuce ace, trois deuce, quatre trois, or size cinque, in two or three throws; either of which throws secures a point, and gives the player the best of the hit.

CHAP. III.

Observations, hints, and cautions, worthy a player's notice.

THE player must understand by the directions given to play for a gammon, that he is to make some blots on purpose, the odds being in his favour that they are not hit; but if it should happen that any blot is hit, as in this case there will be three men in the adversary's tables, he must then endeavour to secure the adversary's cinque, quatre, or trois point, to prevent a gammon, and must be very cautious of his fourth man's not being taken up.

He must not crowd his game at any time if he can help it; that is to say, he should not put many men either upon the trois or deuce points in his own tables, being the same as losing those men, not having them in play. Besides, by crowding the game, and attempting to save a gammon, the player is often gammoned. His game being crowded in his own tables, the adversary has room to play as he thinks proper.

The following calculations will shew the odds of entering a single man upon any certain number of points; and accordingly the game should be played.

It

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It is necessary to know that there are thirty-six chances upon two dice, and the points that are upon these thirty-six chances are as follow.

Viz.	Points
2 Aces	4
2 Deuces	8
2 Trois	12
2 Fours	16
2 Fives	20
2 Sixes	24
6 And 5 twice	22
6 And 5 twice	20
6 And 3 twice	18
6 And 2 twice	16
6 And 1 twice	14
5 And 4 twice	18
5 And 3 twice	16
5 And 2 twice	14
5 And 1 twice	12
4 And 3 twice	14
4 And 2 twice	12
4 And 1 twice	10
3 And 2 twice	10
3 And 1 twice	8
2 And 1 twice	6

Divide by 36)294(8

288

and it proves that upon an average the player has a right to 8 points each throw.

6

H 6

The

The chances upon two dice calculated for backgammon, are as follow.

3	Sixes	-	1
2	Fives	-	1
2	Fours	-	1
2	Trois	-	1
2	Deuces	-	1
† 2	Aces	-	1
6	And 5 twice	-	2
6	And 4 twice	-	2
6	And 3 twice	-	2
6	And 2 twice	-	2
† 6	And 1 twice	-	2
5	And 4 twice	-	2
5	And 3 twice	-	2
5	And 2 twice	-	2
† 5	And 1 twice	-	2
4	And 3 twice	-	2
4	And 2 twice	-	2
† 4	And 1 twice	-	2
3	And 2 twice	-	2
† 3	And 1 twice	-	2
† 2	And 1 twice	-	2
			<hr/>
			36

As it may seem difficult to find out by this table of thirty-six chances, what are the odds of being hit upon a certain or flat die, let the following method be pursued.

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The player may observe in the table that what are thus † marked are,

† 2 Aces	-	1
† 6 And 1 twice	-	2
† 5 And 1 twice	-	2
† 4 And 1 twice	-	2
† 3 And 1 twice	-	2
† 2 And 1 twice	-	2
Total		11

Which deducted from - 36

There remain - 25

So that it appears, it is twenty-five to eleven against hitting an ace, upon a certain or flat die.

The above method holds good with respect to any other flat die. For example, what are the odds of entering a man upon 1, 2, 3, 4, or 5 points.?

Answer.

To enter it upon	for	against		for	ag.
1 point is	11	to 25	-	Or about 4	to 9
2 points	20	- 16	-	5	4
3	27	9	-	3	1
4	32	4	-	8	1
5	35	1	-	35	1

The

The following table shews the odds of hitting, with any chance, in the reach of a single die.

To hit upon	for	against		for	ag.
1 is	-	11 to 25	Or about	-	4 to 9
2	-	12 - 24	-		1 - 2
3	-	14 - 22	-		2 - 3
4	-	15 - 21	-		5 - 7
5	-	15 - 21	-		5 - 7
6	-	17 - 19	-		8 $\frac{1}{2}$ - 9 $\frac{1}{2}$

The odds of hitting with double dice, are as follow.

To hit upon	for	against		for	ag.
7 is	-	6 to 30	Or about	-	1 to 5
8	-	6 - 30	-		1 - 5
9	-	5 - 31	-		1 - 6
10	-	3 - 33	-		1 - 11
11	-	2 - 34	-		1 - 17
12	-	1 - 36	-		1 - 35

How to find out the odds of being hit upon a fix, by the table of thirty-six chances.

2 Sixes	-	1
2 Trois	-	1
2 Deuces	-	1
6 And 5 twice	-	2
6 And 4 twice	-	2
6 And 3 twice	-	2
6 And 2 twice	-	2
6 And 1 twice	-	2

5 And

GAME of BACKGAMMON. 159

5 And 1 twice - 2

4 And 2 twice - 2

17

Which deducted from - 36

There remains - 19

By which it appears to be nineteen to seventeen against being hit upon a six.

The odds on the hits.

2 Love is about - 5 to 2

2 to 1 is - 2 1

1 Love is - 3 2

CHAP.

C H A P. IV.

*Directions for the player to bear his men, with
some useful observations.*

IF a player has taken up two of the adversary's men, and happens to have two, three, or more points made in his own tables, he should spread his men, that he either may take a new point in his tables, or be ready to hit the man which the adversary may happen to enter. If he finds upon the adversary's entering, that the game is upon a par, or that the advantage is on his own side, he should take the adversary's man up whenever he can, it being twenty-five to eleven that he is not hit. Except when he is playing for a single hit only; then, if playing the throw otherwise, gives him a better chance for it, he ought to do it.

It being five to one against his being hit with double dice, he should never be deterred from taking up any one man of the adversary's.

If he has taken up one of the adversary's men, and should happen to have five points in his own tables, and forced to leave a blot out of his tables, he should endeavour to leave it upon doublets preferable to any other chance, because in that case, the odds are thirty-five to one that he is not hit; whereas, it is only seventeen to one but he is hit upon any other chance.

When

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When the adversary is very forward, a player should never move a man from his quatre, trois, or deuce points, thinking to bear that man from the point where he put it, as nothing but high doublets can give him any chance for the hit. Instead of playing an ace or a deuce from any of those points, he should play them from his own size or highest points, so that throwing two fives, or two fours, his size and cinque points being eased, would be a considerable advantage to him; whereas, had they been loaded, he must have been obliged to play otherwise.

It is the interest of the adversary to take up the player as soon as he enters. The blot should be left upon the adversary's lowest point; that is to say, upon his deuce point, rather than upon his trois point; or upon his trois point rather than his quatre point; or upon his quatre point preferable to his cinque point, for a reason before mentioned; all the men the adversary plays upon his trois, or his deuce points, are deemed lost, being greatly out of play; so that those men not having it in their power to make his cinque point, and his game being crowded in one place and open in another, the adversary must be greatly annoyed by the player.

If the player has two of the adversary's men in his tables, he has a better chance for a hit than if he had more, provided his game is forwarder than that of his antagonist's; for if he had three or more of the adversary's men in his tables, he would stand a worse chance to be hit.

When

When a player is running to save the gammon, if he should have two men upon his ace point, and several men abroad, altho' he should lose one point or two in putting his men into his tables, it is his interest to leave a man upon the adversary's ace point, because it will prevent his adversary from bearing his men to the greatest advantage, and at the same time the player will have a chance of the adversary's making a blot, which he may chance to hit. However, if a player finds upon a throw, that he has a probability of saving his gammon, he should never wait for a blot, as the odds are greatly against his hitting it, but should embrace that opportunity.

CHAP. V.

Shewing how to calculate the odds of saving or winning a gammon.

LET us suppose the adversary has so many men abroad as require three throws to put them into his tables, and at the same time that the player's tables are made up, and that he has taken up one of the adversary's men; in this case, it is about an equal wager that the adversary is gammoned.

For in all probability, the player has bore two men before he opens his tables, and when he bears the third man, he will be obliged to open his six or cinque point. It is then probable, that the adversary is obliged to throw twice before he enters his men in the player's tables, and twice more before he puts that man into his own tables, three throws more to put the men which are abroad into his own tables, in all seven throws. Now the player having twelve men to bear, he may be forced to make an ace or a deuce twice before he can bear all his men, and consequently will require seven throws in bearing them, so that upon the whole, it is about equal whether the adversary is gammoned or not.

Suppose a player has three men upon his adversary's ace point, and five points in his own tables,

tables, and that the adversary has all his men in his tables, three upon each of his five highest points. Has the player a probability of gammoning his adversary or not?

	Points
For bearing 3 men from his 6th point is -	18
From his 5th point -	15
From his 4th point -	12
From his 3d point -	9
From his 2d point -	6
	<hr/>
In all	60

Bringing his three men from the adversary's ace point to his five point in his own tables, being eighteen points each, and making together -

54

There must remain -

6

It is plain from this calculation, the player has much the best of the probability of the gammon, exclusive of one or more blots which the adversary is liable to make in bearing his men. Supposing at the same time the throws to be upon an equality.

Suppose two blots are left, either of which cannot be hit but by double dice; one must be hit by throwing eight, and the other by throwing nine; so that the adversary has only one die to hit either of them. What are the odds of hitting either of them?

The

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The chances of two dice being in all 36

The chances to hit 8 are 6 and 2

twice - 2

5 And 3 twice - 2

2 Deuces - 1

2 Fours - 1

The chances to hit 9 are 6 and 3

twice - 2

5 And 4 twice - 2

2 Trois - 1

For hitting, in all - 11

Chances for not hitting, remain - 25

So that the odds are 25 to 11 against
hitting either of these blots.

This method may be taken to find out the odds of hitting three, four, or five blots upon double dice; or blots made upon double and single dice at the same time. After knowing how many chances there are to hit any of those blots, they must be added all together, and then subtracted from the number 36, which are the chances of the two dice, and the question is solved.

C H A P. VI.

Two critical cases for a back game, with a case of curiosity and instruction, &c.

C A S E I.

SUPPOSE the fore-game to be played by A, and that all his men are placed as usual; B has fourteen of his men placed upon his adversary's ace point, and one man upon his adversary's deuce point, and B is to throw. Who has the best of the hit?

Answer.

A has the best of it, gold to silver. Because, if B does not throw an ace to take his adversary's deuce point, which is 25 to 11 against him, A will take up B's men in his tables, either singly or to make points; and then if B secures either A's deuce or trois point, A will put as many men down as possible, in order to hit, and thereby get a back-game.

It is evident that the back-game is very powerful, consequently, whoever practises it, must become a greater proficient at the game than he could by any other means.

C A S E II.

Suppose A to have five men placed upon his five point, as many upon his quatre point, and the

GAME of BACKGAMMON. 167

the same number upon his deuce point, all in his own tables. At the same time, let us suppose B to have three men placed upon A's ace point, as many upon A's trois point, and the same number upon A's cinque point, in his own tables, and three men placed as usual out of his tables. Who has the best of the hit?

Answer.

The game is equal, till B has gained his cinque and quatre points in his own tables, which if he can effect, and by playing two men from A's cinque point, in order to force his adversary to blot by throwing an ace, which should B hit, he will have the best of the hit.

A case of curiosity and instruction. In which is shewn the probability of making the hit last by one of the players for many hours; altho' they shall both play as fast as usual.

Let us suppose B to have bore thirteen men, and that A has his fifteen men in B's tables, viz. three men upon his six point, as many upon his cinque point, three upon his quatre point, the same number upon his trois point, two upon his deuce point, and one upon his ace point. A in this situation, can prolong it as aforesaid, by bringing his fifteen men home, always securing six close points, till B has entered his two men, and brought them upon any certain point; as soon as B has gained that point, A will open an ace, deuce, or trois, point or all of them; which done, B hits one of them, and A, taking care to have two or three men in B's tables, is ready to

to hit that man; and also, he being certain of taking up the other man, has it in his power to prolong the hit almost to any length, provided he takes care not to open such points as two fours, two fives, or two sixes, but always to open the ace, deuce, or trois points for B to hit him.

A critical game to play.

Suppose A and B place their men for a hit in the following manner; A to have three men upon the five point in his own tables, three men out of his tables upon the usual point, and nine men upon his adversary's ace, deuce, and trois points; that is, three upon each; and suppose B's men to be placed in his own and his adversary's tables in the same order. So situated, the best player should win the hit. The game being so equal, that in this case the dice should be thrown for.

Now if A throws first, he should endeavour to gain his adversary's cinque point; this being done, he should lay as many blots as possible, to tempt B to hit him, as it puts him backward, and A thereby gains an advantage. A should always endeavour to have three men upon each of his adversary's ace and deuce points; because when B makes a blot, these points will remain secure, and when A has bore five, six, or more men, A yet may secure six close points out of his tables, in order to prevent B from getting his man home, at which time he should calculate who has the best of the hit; if he
finds

GAME of BACKGAMMON. 169

finds that B is foremost, he should then try to lay such blots as may be taken up by his adversary, that he may have a chance of taking up another man, in case B should happen to have a blot at home.

As it is impossible for us to give any farther instructions relative to the game of backgammon without rather puzzling a learner than instructing him, we shall finish this treatise by giving the laws which are to be observed at this game.

The Laws of Backgammon.

I. If a man is taken from any point, it must be played ; if two men are taken from it, they also must be played.

II. A man is not supposed to be played till it is placed upon a point and quitted.

III. If a player has only fourteen men in play, there is no penalty inflicted, because by his playing with a lesser number than he is entitled to, he plays to a disadvantage for want of the deficient man to make up his tables.

IV. If he bears any number of men before he has entered a man taken up, and which of course he was obliged to enter, such men so borne, must be entered again in the adversary's tables as well as the man taken up.

V. If he has mistaken his throw and played it, and his adversary has thrown, it is not in the choice of either of the players to alter it, unless they both agree so to do.

The END of the GAME of BACKGAMMON.

A S H O R T
T R E A T I S E
O N T H E G A M E o f
C H E S S.

C H A P. I.

RULES *whereby to play the game.*

THIS game is played upon a French draught-board, with a certain number of pieces which have their different moves according to their forms. There is a row of what is called pawns, these are all alike in form, and are intended to guard or defend the pieces which are placed behind them, on the row of squares which constitute the kings at the game of draughts. The board is placed reverse to what it is at draughts, the double corners being to the left hand of the players. The pieces are placed in the following order, and have their different appellations, each player having the same number of pieces on his own side of the board ; there
are

are two of each, besides the *king* and *queen*, which stand in the centre, the queen on the left hand side of the king, in the square of her own colour; the two which stand one on each side of the *king* and *queen*, are called *bishops*; on each side of the bishops stand what is called a *knight*; and on each side of the *knights* stand, what is called a *castle* or *rook*. - Before the king and queen and these pieces, stand the pawns, of which in number there are eight, and they move but one square at a time, except the first time, when they may move two. The king also moves but one square at a time, the one strait forward, and the other obliquely; the queen is entitled to every move that any of the pieces have, except the knight; the bishops move obliquely from one end of the board to the other; the knights move either to the right or left, flying as it were obliquely over a square; and the castles or rooks, move in a straight line from one end of the board to the other.

This game depends entirely upon defending the king from being checked,* the first of which that is checked so as not to be able to cover, loses the game; for which reason, each piece should be secured as much as possible from being taken, for when the pieces are lost, the king is liable to be checked, and not being able to cover, the game must inevitably be lost.

* Is when the king is liable to be taken by any of the adversary's pieces for want of being covered.

Rule Ist. In order to begin the game, the pawns must be moved before the pieces, and afterwards the pieces must be brought out to support them. The king's, queen's, and bishop's pawns should be moved first, that the game may be well opened; the pieces must not be played out early in the game, because the player may thereby lose his moves: but above all, the game should be well arranged before the queen is played out. Useless checks should also be avoided, unless some advantage is to be gained by them, because the move may be lost, if the adversary can either take or drive the piece away.

II. If the game is crowded, the player will meet with obstructions in moving his pieces, for which reason he should exchange pieces or pawns, and castle * his king as soon as it is convenient, endeavouring at the same time to crowd the adversary's game, which may be done by attacking his pieces with the pawns, if the adversary should move his pieces out too soon.

III. The men should be so guarded by one another, that if a man should be lost, the player may have it in his power to take one of the adversary's in return, and if he can take a superior piece in lieu of that which he lost, it would be an advantage, and distress the adversary.

IV. The adversary's king should never be attacked without a force sufficient, and if the

* Castle his king, is to cover the king with a castle, which is done by a certain move which each player has a right to whenever he thinks proper.

player's king should be attacked without having it in his power to attack the adversary's, he should offer to make an exchange of pieces, which may cause the adversary to lose a move.

V. The board should be looked over with attention, and the men reconnoitred, so as to be aware of any stroke that the adversary might attempt in consequence of his last move. If by counting as many moves forward as possible, the player has a prospect of success, he should not fail doing it, and even sacrifice a piece or two to accomplish his end.

VI. No man should be played till the board is thoroughly examined, that the player might defend himself against any move the adversary has in view; neither should any attack be made till the consequences of the adversary's next move are considered; and when an attack may with safety be made, it should be pursued without catching at any bait that might be thrown out in order for the adversary to gain a move, and thereby cause the design to miscarry.

VII. The queen should never stand in such a manner before the king, that the adversary, by bringing a rook or bishop, could check the king if she were not there; as it might be the loss of the queen.

VIII. The adversary's knight should never be suffered to check the king and queen, or king and rook, or queen and rook, or the two rooks at the same time; especially if the knight is properly guarded; because in the two first cases, the king being forced to go out of check, the queen or the rook must be lost; and in the two last

cases, a rook must be lost at least, for a worse piece.

IX. The player should take care that no guarded pawn of the adversary's, fork two of his pieces.

X. As soon as the kings have castled on different sides of the board, the pawns on that side of the board should be advanced upon the adversary's king, and the pieces, especially the queen and rook, should be brought to support them; and the three pawns belonging to the king that is castled must not be moved.

XI. The more moves a player can have as it were in ambuscade, the better; that is to say, the queen, bishop or rook, is to be placed behind a pawn or a piece, in such a position, as that upon playing that pawn or piece, a check is discovered upon the adversary's king, by which means a piece or some advantage is often gained.

XII. An inferior piece should never be guarded with a superior, when a pawn would answer the same purpose; for this reason, the superior piece may remain out of play—Neither should a pawn be guarded with a piece, when a pawn would do as well.

XIII. A well supported pawn that is passed, often costs the adversary a piece, and when a pawn or any other advantage is gained without endangering the loss of the move, the player should make as frequent exchanges of pieces as he can. The advantage of a passed pawn is this; for example, if the player and his adversary have each three pawns upon the board, and no piece,

piece, and the player has one of his pawns on one side of the board, and the other two on the other side, and the adversary's three pawns are opposite to the player's two pawns, he should march with his king as soon as he can, and take the adversary's pawns: If the adversary goes with his king to support them, the player should go on to queen with his single pawns, and then if the adversary goes to hinder him, he should take the adversary's pawns, and move the others to queen*.

XIV. When the game is near finished, each party having only three or four pawns on each side of the board, the kings must endeavour to gain the move in order to win the game. For instance, when the player brings his king opposite to the adversary's with only one square between, he will gain the move.

XV. If the adversary has his king and one pawn on the board, and the player has only his king, he cannot lose the game, provided he brings his king opposite to the adversary's, when the adversary is directly before or on one side of his pawn and there is only one square between the kings.

XVI. If the adversary has a bishop and one pawn on the rook's line, and this bishop is not of the colour that commands the corner square the pawn is going to, and the player has only his king, if he can get into that corner, he can-

* To queen, is to make a queen, that is, to move a pawn into the adversary's back row, which is the rule at this game when the original one is lost.

not lose, but, on the contrary, may win by a stale *.

XVII. If the player has greatly the disadvantage of the game, having only his queen left in play, and his king happens to be in a position to win as above-mentioned, he should keep giving check to the adversary's king, always taking care not to check him where he can interpose any of his pieces that make the stale; by so doing he will at last force the adversary to take his queen, and then he will win the game by being in a stale-mate.

XVIII. The player should never cover a check with a piece that a pawn pushed upon it may take, for fear of getting only the pawn in exchange for the piece.

XIX. A player should never crowd his adversary up with pieces, for fear of giving a stale-mate inadvertently, but always should leave room for his king to move.

By way of corroborating what has been already said with respect to this game, it is necessary to warn a player against playing a timid game. He should never be too much afraid of losing a rook for an inferior piece, because, altho' a rook is a better piece than any other except the queen, it seldom comes into play, to be of any great use till at the end of the game; for which reason it is often better to have an inferior piece in play, than a superior one to stand still, or mov-

* When the king is blocked up so as to have no move at all.

ing to no great purpose. If a piece is moved, and is immediately drove away by a pawn, it may be reckoned a bad move, because the adversary gains a double advantage over the player, in advancing at the same time the other is made to retire; although the first move may not seem of consequence between equal players, yet a move or two more lost after the first, makes the game scarcely to be recovered.

There never wants for variety at this game, provided the pieces have been brought out regular, but if otherwise, it often happens that a player has scarce any thing to play.

Many indifferent players think nothing of the pawns, whereas three pawns together are strong, but four; which constitute a square, with the assistance of other pieces, well managed, make an invincible strength, and in all probability may produce a queen when very much wanted. It is true that two pawns with a space between, are no better than one, and if there should be three over each other in a line, the game cannot be in a worse way. This shews that the pawns are of great consequence, provided they are kept close together.

Some middling players are very apt to risk losing the game in order to recover a piece: this is a mistake; for it is much better to give up a piece and attack the enemy in another quarter; by so doing the player has a chance of snatching a pawn or two from, or gaining some advantage over the adversary, whilst his attention is taken up in pursuing this piece.

If the queen and another piece are attacked at

the same time, and that by removing the queen the piece must be lost; provided two pieces can be gained in exchange for the queen, the queen should be given up, it being the difference of three pieces, and consequently more than the value of the queen. By losing the queen, the game is not thrown into that disorder which it would otherwise have been; in this case it would be judicious to give the queen for even a piece, or a pawn or two; being well known among good players, that he who begins the attack, and can't maintain it, being obliged to retire, generally loses the game.

A player should never be fond of changing without reason, because the adversary, if he is a good player, will ruin his situation, and gain a considerable advantage over him. But rather than lose a move, when a player is stronger than the adversary, it is good play to change, for he thereby encreases his strength.

When the game is almost drawn to a conclusion, the player should recollect that his king is a capital piece, and consequently should keep him in motion; by so doing he generally gets the move, and often the game.

As the queen, rook, and bishop operate at a distance, it is not always necessary in the attack to have them near the adversary's king.

If a man can be taken with different pieces, the player should take his time, and consider which of those pieces is the best to take it with.

If a piece can be taken almost at any time, the player should not be in a hurry about it, but

try to make a good move elsewhere before he takes it.

A player should be cautious how he takes his adversary's pawn with his king, as it often happens to be a safe-guard to it.

After all that has been said, it is still necessary for us to advise those who would play well at this game, to be very cool and attentive to the matter in question: for it is impossible that any person in the universe can be capable of playing at chess, if their thoughts are employed elsewhere.

LAWS at CHESS.

I. If a player touches his man, he must play it, and if he quits it, he cannot recall it.

II. If by mistake or otherwise, a false move is played, and the adversary takes no notice of it till he hath played his next move, it cannot be recalled by either of the parties.

III. If a player misplaces the men, and he plays two moves, it is at the option of the adversary to permit him to begin the game or not.

IV. If the adversary plays or discovers a check to a player's king, and gives no notice of it, the player may let him stand still till he does.

V. After the king is moved, a player cannot castle.

The END of the GAME OF CHESS.

(180)

A SHORT
T R E A T I S E
ON THE GAME of
B I L L I A R D S :

With the RULES and ODDS made use of in
BETTING at this GAME. Likewise an
Account of the different kinds of GAMES
played on a BILLIARD TABLE.

C H A P. I.

*Some account of the origin of billiards, with a
description of the table on which it is played.*

THE game of billiards was invented by the French, when it was played in a different manner from what it is at present, by having a pass or iron fixed on the table, through which the balls at particular periods of the game used to be played; but now this method is quite laid aside both in France and in every place where the game is played.

Soon

Soon after the French, the Germans, the Dutch, and Italians brought this game into vogue throughout most parts of Europe, at which they became great proficient, and in a few years afterwards it became a favourite diversion in many parts of England, particularly with persons of the first rank; indeed, since that time it has been in a great measure prostituted by the designing and vulgar sort of people: notwithstanding, this game will never be out of fashion, being of itself very entertaining, and attended with that kind of moderate exercise which renders it the more agreeable.

The table on which this game is played, is generally about twelve feet long, and six feet wide, or rather in the exact form of an oblong; it is covered with fine green cloth, and surrounded with cushions to prevent the balls rolling off, and to make them rebound. There are six holes, nets, or pockets; these are fixed at the four corners, and in the middle, opposite each other, to receive the balls, which when put into these holes or pockets are called hazards. The making of a hazard, that is, putting the adversary's ball in, at the usual game reckons for two in favour of the player.

C H A P. II.

Rules generally observed at the common or usual game, and the instruments described which are made use of in playing.

I. **F**OR the lead, the balls must be put at one end, and the player must strike them against the farthermost cushion, in order to see which will be nearest the cushion that is next to them.

II. The nearest to the cushion is to lead and choose the ball, if he pleases.

III. The leader is to place his ball at the nail, and not to pass the middle pocket, and if he holes himself in leading, he loses the lead.

IV. He who follows the leader must stand within the corner of the table, and not place his ball beyond the nail.

V. † He who plays upon the running ball loses one.

VI. † He who touches the ball twice, and moves it, loses one.

VII. He who does not hit his adversary's ball, loses one.

VIII. He who touches both balls at the same time, makes a foul stroke, in which case if he should hole his adversary, nothing is gained by

† These two rules are seldom or ever enforced, especially in England.

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the stroke; but if he should put himself in, he loses two.

IX. He who holes both balls loses two.

X. He who strikes upon his adversary's ball, and holes himself, loses two.

XI. He who plays at the ball without striking it, and holes himself, loses three.

XII. He who strikes both balls over the table, loses two.

XIII. He who strikes his ball over the table, and does not hit his adversary's ball, loses three.

XIV. He who retains the end of his adversary's stick when playing, or endeavours to balk his stroke, loses one.

XV. He who plays another's ball or stroke without leave, loses one.

XVI. He who takes up his ball, or his adversary's without leave, loses one.

XVII. He who stops either ball when running loses one, and being near the hole, loses two.

XVIII. He who blows upon the ball when running, loses one, and if near the hole, loses two.

XIX. He who shakes the table when the ball is running, loses one.

XX. He who strikes the table with the stick, or plays before his turn, loses one.

XXI. He who throws the stick upon the table, and hits the ball, loses one.

XXII. If the ball stands upon the edge of the hole, and after being challenged it falls in, it is nothing, but must be put up where it was before,

XXIII.

XXIII. If any person not being one of the players, stops a ball, the ball must stand in the place where it was stopp'd.

XXIV. He who plays without a foot upon the floor and holes his adversary's ball, gets nothing for it, but loses the lead.

XXV. He who leaves the game before it is ended, loses it.

XXVI. Any person may change his stick in play.

XXVII. If any difference arise between players he who marks the game, or the majority of the company, must decide it.

XXVIII. Those who do not play must stand from the table, and make room for the players.

XXIX. If any person lays any wager, and does not play, he shall not give advice to the players upon the game.

The game of billiards is played with sticks, called maces, or with cues; the first consist of a long straight stick, with a head at the end, and are the most powerful instruments of the two: the cue is a thick stick diminishing gradually to a point of about half an inch diameter; this instrument is played over the left hand, and supported by the fore finger and thumb. It is the only instrument in vogue abroad, and is played with amazing address by the Italians, and some of the Dutch; but in England the mace is the prevailing instrument, which the foreigners hold in contempt, as it requires not near so much address to play the game with, as when the cue is made use of; but the mace is preferred for its peculiar advantage, which some professed players have artfully

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artfully introduced, under the name of trailing, that is, following the ball with the mace to such a convenient distance from the other ball as to make it an easy hazard. The degrees of trailing are various, and undergo different denominations amongst the connoisseurs at this game; namely, the shove, the sweep, the long stroke, the trail, and the dead trail, or turn up, all which secure an advantage to a good player according to their various gradations: even the butt end of the cue becomes very powerful, when it is made use of by a good trailer.

G H A P.

C H A P. III.

Giving an account of the different kinds of games played at billiards.

BESIDES the common winning game, which is twelve up, there are several kinds of games played at billiards, viz. the losing game; the winning and losing; choice of balls; bricole; carambole; Russian carambole; the bar-hole; the one hole; the four-game; and hazards.

The *losing game*, is the common game nearly reversed; that is to say, except hitting the balls, which is absolutely necessary, the player gains by losing. By putting himself in, he wins two; by putting his adversary in, he loses two; but if he pockets both balls, he gets four.

This game depends greatly upon particular strengths, and is therefore very necessary to be known to play the winning game well.

The *winning and losing game* is a combination of both games; that is to say, all balls that are put in by striking first the adversary's ball, reckon towards game; and holing both balls reckons four.

At this game, and the losing, knocking over, or forcing the balls over the cushion, goes for nothing; the striker only loses the lead.

Choice of balls, is chusing each time which ball the player pleases, which is doubtless a great advantage,

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advantage, and is generally played against losing and winning.

Bricole, is being obliged to hit a cushion, and make the ball rebound or return to hit the adversary's ball, otherwise the player loses a point. This is a great disadvantage, and is reckoned between even players to be equal to receiving about eight or nine points.

Caramb le, is a game newly introduced from France. It is played with three balls, one being red, which is neutral, and is placed upon a spot on a line with the stringing nail.* Each antagonist at the first stroke of a hazard, play from a mark which is upon a line with it at the other end of the table. The chief object at this game is, for the player to hit with his own ball the two other balls, which is called a carambole, and by which the player wins two. If he puts in the red ball, he gets three, and when he holes his adversary's ball, he gets two; so that seven may be made at one stroke, by caramboling and putting in both balls. This game resembles the losing, depending chiefly upon particular strengths, and is generally played with the cue. The game is sixteen up; nevertheless, it is reckoned to be sooner over than the common game.

The next object of this game, after making what we have distinguished by the carambole, is the baulk; that is, making the white ball,

* Stringing nail is that part of the table from whence the player strikes his ball at first setting off, and is generally marked with two brass nails.

and bringing the player's own ball and the red one below the stringing nail, from whence the adversaries begin. By this means the opponent is obliged to play bricole from the opposite cushion, and it often happens that the game is determined by this situation.

The *Russian carambole*, is a game that has still more lately been introduced from abroad, and is played in the following manner. The red ball is placed as usual on the spot made for that purpose, but the player when he begins, or after having been holed, never places his ball on any particular place or spot; he being at liberty to put it where he pleases. When he begins to play, instead of striking at the red ball, he leads his own gently behind it, and his antagonist is to play at which he thinks proper; if he plays at the red ball, and holes it, he scores three as usual towards the game, which is twenty-four instead of sixteen points; and the red ball is put upon the spot again, at which he may strike again, or take his choice which of the two balls to push at, always following his stroke till both balls are off the table. He is entitled to two points each time that he *caramboles*, the same as at the other game, but if he *caramboles* and puts his own ball into any hole, he loses as many as he might have got, had he not holed himself; for example, if he strikes at the red ball, which he holes, at the same time *caramboles* and holes himself, he loses five points; and if he holes both balls when he *caramboles*, and likewise his own, he loses seven, which he would have got, if he

had

had not holed his own ball. In other respects it is played like the common *carambole* game.

The *bar hole*, is so called, from the hole being barred which the ball should be played for, and the player striking for another hole ; when this game is played against the common game, the advantage for the latter between equal players, is reckoned to be about six.

The player at the *one hole*, though it seems to those who are not judges of the game, to be a great disadvantage, has in fact, the best of it ; for as all balls that go into the one hole reckon, the player endeavours to lay his ball constantly before that hole, and his antagonist frequently finds it very difficult to keep one or other ball out, particularly on the leads, when the one hole player lays his ball (which he does as often as he can) on the brink of the hole ; leading for that purpose from the opposite end, which in reality he has no right to do, for the lead shou'd be given from the end of the table at which the hazard is made ; but when a person happens to be a novice, this advantage is often taken.

The *four game*, consists of two partners on each side, at the common winning game ; who play by succession after each hazard, or two points lost. The game is fifteen up ; so that the point or hazard is an odd number, which makes a miss at this game of more consequence than it is at another ; being as much at four, six, or eight, as it is at five, seven, or nine at the single game.

Hazards, are so called, because they depend entirely upon the making of hazards, there being

ing no account kept of any game. Any number of persons may play, by having balls that are numbered ; but the number seldom exceeds six to avoid confusion. The person whose ball is put in, pays so much to the player according to what is agreed to be played for each hazard ; and the person who misses, pays half the price of a hazard to him whose ball he played at. The only general rule is not to lay any ball a hazard for the next player, which may be in a great measure avoided, by always playing upon the next player, and either bringing him close to the cushion, or putting him at a distance from the rest of the balls. The table, when hazards are played is always paid for by the hour.

C H A P. IV.

Containing the odds usually laid at billiards.

EVEN PLAYERS.

ONE love is	-	5	to	4
Two love	-	3		2
Three love	-	7		4
Four love	-	2		I
Five love	-	3		I
Six love	-	4		I
Seven love	-	6		I
Eight love	-	10		I
Nine love	-	15		I
Ten love	-	60		I
Eleven love	-	63		I

But only a guinea to a shilling is generally laid.

Two to one is	-	5	to	4
Three to one	-	3		2
Four to one	-	7		4
Five to one	-	2		I
Six to one	-	7		2
Seven to one	-	4		I
Eight to one	-	9		I
Nine to one, is about	-	10		I

Ten to one is generally laid twenty-one to one, but is in reality much

more,

more, tho' not commonly laid ;
but according to the nearest cal-
culation, is fifty to one.

Eleven to one is 60 to 1

Three to two	-	5	4
Four to two	-	8	5
Five to two	-	7	4
Six to two	-	5	2
Seven to two	-	3	1
Eight to two	-	6	1
Nine to two	-	7	1
Ten to two is about	-	20	1

But often laid twenty one to one.

Eleven to two - 23 1

Four to three is	-	4	to	3
Five to three	-	8		5
Six to three	-	2		1
Seven to three	-	5		2
or about	-	11		4
Eight to three	-	6		1
Nine to three	-	7		1
Ten to three	-	12		1
Eleven to three	-	15		1

Five to four is	-	5	to	4
Six to four	-	7		4
Seven to four	-	2		1
Eight to four	-	4		1
Nine to four	-	9		2
Ten to four	-	10		1
Eleven to four	-	12		1

Seven

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Six to five is	-	-	3	to	2
Seven to five	-	-	7		4
Eight to five	-	-	3		I
Nine to five	-	-	4		I
Ten to five	-	-	9		I
Eleven to five	-		10		I
Seven to six is	-	-	5	to	4
Eight to six	-	-	2		I
Nine to six	-	-	5		2
Ten to six	-	-	5		I
Eleven to six	-		6		I
Eight to seven is	-	-	7	to	4
Nine to seven	-	-	2		I
Ten to seven	-	-	4		I
Eleven to seven	-	-	5		I
Nine to eight is	-		4	to	3
Ten to eight	-		5		2
Eleven to eight	-		3		I
Ten to nine is	-	-	2	to	I
Eleven to nine	-		5		2
Eleven to ten is	-		5	to	4

CHAP. V.

Containing the odds when two are given to the adversary.

WHEN he who gives another two is
I to 2 ——— that

One to two is - - 5 to 4

Two all - 3 2

Three to two - 8 5

Four to two - - 2 1

Five to two - - 5 2

Six to two - - 4 1

Seven to two - - 9 4

Eight to two - - 10 1

Nine to two - - 11 1

Ten to two - - 27 1

Eleven to two - 31 1

When he is four all — it is 3 to 2

Five to four - 8 5

Six to four - - 5 2

Seven to four - 3 1

Eight to four - 5 1

Nine to four - 6 1

Ten to four - - 15 1

Eleven to four - - 16 1

When he is six all — it is 4 to 3

Seven to six - - 3 2

Eight to six - 5 2

Nine to six - - 3 1

Ten to six - 6 1

Eleven to six - 7 1

When

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When he is eight to seven---it is	2	to	1
Nine to seven - - -	5		2
Ten to seven - - -	6		1
Eleven to seven - - -	7		1

When he is eight all---it is	5	to	4
Nine to eight - - -	3		2
Ten to eight - - -	3		1
Eleven to eight - - -	4		1

When he is nine all---it is	4	to	3
Ten to nine - - -	5		2
Eleven to nine - - -	3		1

When he is ten all---it is	6	to	5
Eleven to ten - - -	7		5

When he is eleven all---it is	5	to	4
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C H A P. VI.

The odds when two and four are received from the adversary.

WHEN he who receives two from another is---3 love---that

Three love is - - -	5	to	4
Four love - - -	8		5
Five love - - -	9		5
Six love - - -	3		1
Seven love - - -	7		2
Eight love - - -	8		1
Nine love - - -	9		1
K 2			Ten

Ten love	-	21	I
Eleven love	- -	3	I
When he is six to four, it is		5	to 4
Seven to four	- -	3	2
Eight to four	- -	3	I
Nine to four	- -	7	2
Ten to four	- -	8	I
Eleven to four	-	9	I
When he is eight to six, it is		3	to 2
Nine to six	-	7	4
Ten to six	- -	4	I
Eleven to six	- -	9	2
When he is eight to seven, it is		5	to 4
Nine to seven	-	3	2
Ten to seven	- -	3	I
Eleven to seven	-	7	2
When he is nine to eight, it is		7	to 6
Ten to eight	-	2	I
Eleven to eight	- -	5	2
When he is nine all, it is		4	to 3 *
Ten to nine	-	7	4
Eleven to nine	- -	2	I
When he is eleven to ten, it is		Even	
Eleven all	- -	4	to 3
When he who receives four from another, is			
fix love, that fix love is		2	to I
Seven love	..	5	2

• Against him.

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Eight love	-	-	5	1
Nine love	-	-	6	1
Ten love	-	-	16	1
Eleven love	-	-	17	1

When he is six to two, it is	3	to	2
Seven to two	-	-	5
Eight to two	-	-	1
Nine to two	-	-	2
Ten to two	-	-	1
Eleven to two	-	-	1

C H A P. VII.

Containing the usual odds that are laid upon the hazard, with some general observations worthy attention.

WHEN 2 are given, the odds of the hazard are	6	to	5
When 3 are given, the odds are	5		4
When 4 are given,	3		2
When 5 are given,	8		5
When 6 are given,	2		1

The full odds that two hazards are not got successively between even players are	3	to	1
3 not successively	-	-	7
4 ditto	-	-	15
5 ditto	-	-	31
6 ditto	-	-	63

General observations worthy attention.

If a person lays money on a hazard, when either of the players is eleven, and one of them misses and runs into the hole, he who laid his money upon this player, does not lose the hazard, the game being out by the miss, and of course the hazard is void.

If a person should make a foul stroke, his adversary has a right to lead, if he does not like the ball he has to play at ; or, if a person proposes parting the balls, his adversary has a right to the lead.

If a person loses a hazard in one of the corner holes, he can oblige his adversary to lead from the end where he lost the said hazard.

If a person should lose a hazard in either of the middle holes, his adversary can oblige him to go to which end he pleases.

If a person should play with the wrong ball, his adversary has a right to the lead, if he don't like either of the balls he has to play at ; provided he can make it appear that he played with his own ball the stroke before : but if he thinks proper to play the stroke, he may take his choice of the balls, and the hazard must be played out.

The END of the GAME of BILLIARDS.

A N
A C C O U N T

Of the G A M E at

T E N N I S;

Whereby a person who has never seen a Tennis court, may learn in what manner this game is played, the usual odds, and the method of betting at the same.

AS many persons would become players at tennis, provided they could easily understand the rudiments of the game, so as to form some judgment of the players, or at least to know who wins and who loses, we have here attempted to give so plain a description of it, that no one can be at a loss, if ever he should bett or play. As to the executive part, it requires great practice to make a good player, so that nothing can be done without it ; all we presume to do is to give an insight into the game, whereby a person may not seem a total stranger to it, when he happens to be in a tennis court.

The game of tennis is played in most capital cities in Europe, particularly in France, from whence we may venture to derive its origin. It is esteemed with many to be one of the most ancient games in Christendom, and long before king

Charles the First's time it was played in England.

This game is as intricate as any game whatever; a person who is totally ignorant of it, may look on for a month together, without being able to make out how the game is decided. Therefore, we shall begin by describing the court in which it is played.

The size of a tennis court is generally about ninety-six, or seven feet, by thirty-three, or four, there being no exact dimension ascribed to its proportion, a foot more or less in length or width being of no consequence. A line or net hangs exactly across the middle, over which the ball must be struck, either with a racket or board to make the stroke good. Upon the entrance of a tennis-court, there is a long gallery which goes to the *dedans*, that is a kind of front gallery, where spectators usually stand, into which, whenever a ball is struck, it tells for a certain stroke. This long gallery is divided into different compartments or galleries, each of which has its particular name, as follows; from the line towards the *dedans*, are the *first gallery*, *door*, *second gallery*, and the *last gallery*; which is called the service side. From the *dedans* to the last gallery are the figures 1, 2, 3, 4, 5, 6, at a yard distance each, by which the chaces are marked, and is one of the most essential parts of the game, as will appear in the following description.

On the other side the line are also the *first gallery*, *door*, *second gallery*, and *last gallery*; which is called the Hazard-side. Every ball struck

struck into the last gallery on this side reckons for a certain stroke the same as the dedans. Between the second, and this last gallery are the figures 1, 2, to mark the chaces on the hazard-side. Over this long gallery, or these compartments, is a covering, called the pent-house, on which they play the ball from the service-side, in order to begin a set of tennis, from which it is called a service. When they miss putting the ball (so as to rebound from the pent-house) over a certain line on the service-side, it is deemed a fault, two of which are reckoned for a stroke. If the ball rolls round the pent-house, on the opposite-side the court, so as to fall beyond a certain line described for that purpose, it is called *passé*, reckons for nothing on either side, and the player must serve again.

On the right-hand side of the court from the dedans is what they call the *tambour*, a part of the wall which projects, and is so contrived in order to make a variety in the stroke, and render it more difficult to be returned by the adversary; for when a ball strikes the *tambour*, it varies its direction, and requires some extraordinary judgment to return it over the line. The last thing on the right hand side is called the *grill*, wherein if the ball is struck, it is also fifteen, or a certain stroke.

The game of tennis is played by what they call *sets*; a *set* of tennis consists of six games: but if they play what is called an advantage set, two above five games must be won on one side or the other successively, in order to decide; or, if it comes to six games all, two games must still be won

won on one side to conclude the set ; so that an advantage set may last a considerable time, for which kind of sets the court is paid more than for any other.

We must now describe the use of the chaces, and by what means these chaces decide or interfere so much in the game. When the player gives his service at the beginning of a set, his adversary is supposed to return the ball, and wherever it falls after the first rebound untouched, the chace is called accordingly ; for example, if the ball falls at the figure 1, the chace is called at a yard, that is to say, at a yard from the dedans ; this chace remains till a second service is given, and if the player on the service-side lets the ball go after his adversary returns it, and if the ball falls on or between any of these figures or chaces, they must change sides, there being two chaces ; and he who then will be on the hazard side, must play to win the first chace, which if he wins by striking the ball so as to fall, after its first rebound, nearer to the dedans than the figure 1, without his adversary's being able to return it from its first hop, he wins a stroke, and then proceeds in like manner to win the second chace, wherever it should happen to be. If a ball falls on the line with the first gallery-door, second gallery, or last gallery, the chace is likewise called at such or such a place, naming the gallery, door, &c. When it is just put over the line, it is called a chace at the line. If the player on the service-side returns a ball with such force as to strike the wall on the hazard-side so as to rebound, after the first

first hop over the line, it is also called a chace at the line.

The chaces on the hazard-side, proceed from the ball being returned either too hard or not quite hard enough; so that the ball after its first rebound, falls on this side the blue line, or line which describes the hazard-side chaces, in which case, it is a chace at 1, 2, &c. provided there is no chace depending. When they change sides, the player, in order to win this chace, must put the ball over the line any where, so that his adversary does not return it. When there is no chace on the hazard-side, all balls put over the line from the service side, without being returned, reckon for a stroke.

As the game depends chiefly upon the marking, it will be necessary to explain it, and to recommend those who play at tennis to have a good and unbiaſſed marker, for on him the whole set may depend: he can mark in favour of the one and against the other in such a manner, as will render it two to one at starting, though even players. Instead of which the marker should be very attentive to the chaces, and not be any way partial to either of the players.

This game is marked in a very singular manner, which makes it at first somewhat difficult to understand. The first stroke is called fifteen, the second thirty, the third forty, and the fourth, game, unless the players get four strokes each; in that case, instead of calling it forty all, it is called *deuce*; after which, as soon as any stroke is got, it is called *advantage*, and in case the
strokes

strokes become equal again, *deuce* again, till one or the other gets two strokes following, which win the game; and as the games are won, so they are marked and called, as one game love, two games to one, &c. towards the set, of which so many of these games it consists.

Although but one ball at a time is played with, a number of balls are made use of at this game, to avoid trouble, and are handed to the players in baskets for that purpose: by which means they can play as long as they please, without ever having occasion to stoop for a ball.

As to the odds at tennis, they are by no means fixed, but are generally laid as follow.

Upon the first stroke being won between even players, that is, fifteen love, the odds are of the single game

Thirty love	•	7	to	4
Forty love	- - -	4		I
		8		I

Thirty fifteen	-	2	to	I
Forty fifteen	- -	5		I

Forty thirty	-	3		I
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The odds of a four game set when the first game is won, are

When two games love	-	7	to	4
Three games love	-	4		I
		8		I

When two games to one		2	to	I
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Three games to one	-	5		I
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The odds of a fix game set when the first game is won, are

		3	to	2
When two games love		2		1
Three games love	-	4		1
Four games love	-	10		1
Five games love	-	21		1

When two games to one

		8	to	5
Three games to one	-	5		2
Four games to one	-	5		1
Five games to one	-	15		1

When three games to two

		7	to	4
Four games to two	-	4		1
Five games to two	-	10		1

When four games to three

		2	to	1
Five games to three	-	5		1

The odds of an advantage set when the first game is won, are

		5	to	4
When two games love	-	7		4
Three games love	-	3		1
Four games love	-	5		1
Five games love		15		1

When two games to one

		4	to	3
Three games to one	-	2		1
Four games to one	-	7		2
Five games to one	-	10		1

When three games to two

		3	to	2
Four games to two	-	3		1
Five games to two	-	8		1

When

When four games to three	8	to	5
Five games to three	3		1

When five games to four	2	to	1
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When six games to five	5	to	2
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The foregoing odds, as before said, are generally laid, but the chaces interfering makes the odds very precarious; for example, when there is a chace at half a yard, and a set is five games all, and in every other respect equal, the odds are a good five to four; and if it were six games to five, and forty thirty with the same chace, the odds then would be a guinea to a shilling; so that it is plain that the odds at this game differ from those of any other: for one stroke will reduce a set, supposing the players to be five games all, from an even wager to three to two, and so on in proportion to the stage of the set.

There are various methods of giving odds at tennis, in order to make a match equal; and that they may be understood, we shall give the following list of them, with their meanings, so that any person may form a judgment of the advantage received or given.

The lowest odds that can be given, excepting the choice of the sides, is what they call a *bisque*, that is a stroke to be taken or scored whenever the player, who receives the advantage, thinks proper; for instance, suppose a critical game of the set to be forty thirty, by taking the *bisque*,
he

he who is forty becomes game, and so in respect of two *bisques*, &c.

The next greater odds are *fifteen*, that is, a certain stroke given at the beginning of each game.

After these, *half thirty*, that is fifteen one game, and thirty the next. Then follow the whole *thirty*, *forty*, &c.

There are also the following kind of odds which are given, viz.

Round services, those are services given round the pent-house, so as to render it easy for the * *striker-out* to return the ball.

Half-court, that is being obliged or confined to play into the adversary's half-court; sometimes it is played strait-ways, and at other times across; both which are great advantages given by him so confined, but the strait half-court is the greatest.

Touch-no-wall, that is, being obliged to play within the compass of the walls, or sides of the court; this is a considerable advantage to him who receives it; as all the balls must be played gently, and consequently they are much easier to take than those which are played hard, or according to the usual method of play.

Barring the hazards, that is barring the dedans, tambour, grill, or the last gallery on the hazard-side, or any particular one or more of them.

These are the common kind of odds or advantages given; but there are many others, which

* The player who is on the hazard-side.

are according to what is agreed by the players, such as playing with *board* against *racket*, *cricket-bat* against *racket*, &c.

The game of tennis is also played by four persons, two partners on each side. In this case, they are generally confined to their particular quarters, and one of each side appointed to serve and strike out; in every other respect, the game is played in the same manner, as when two only play.

Any thing more to be said upon this subject would be needless, as nothing can be recommended, after reading this short account of tennis, but practice and attention, without which no one can become a proficient at the game.



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James Buchanan
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